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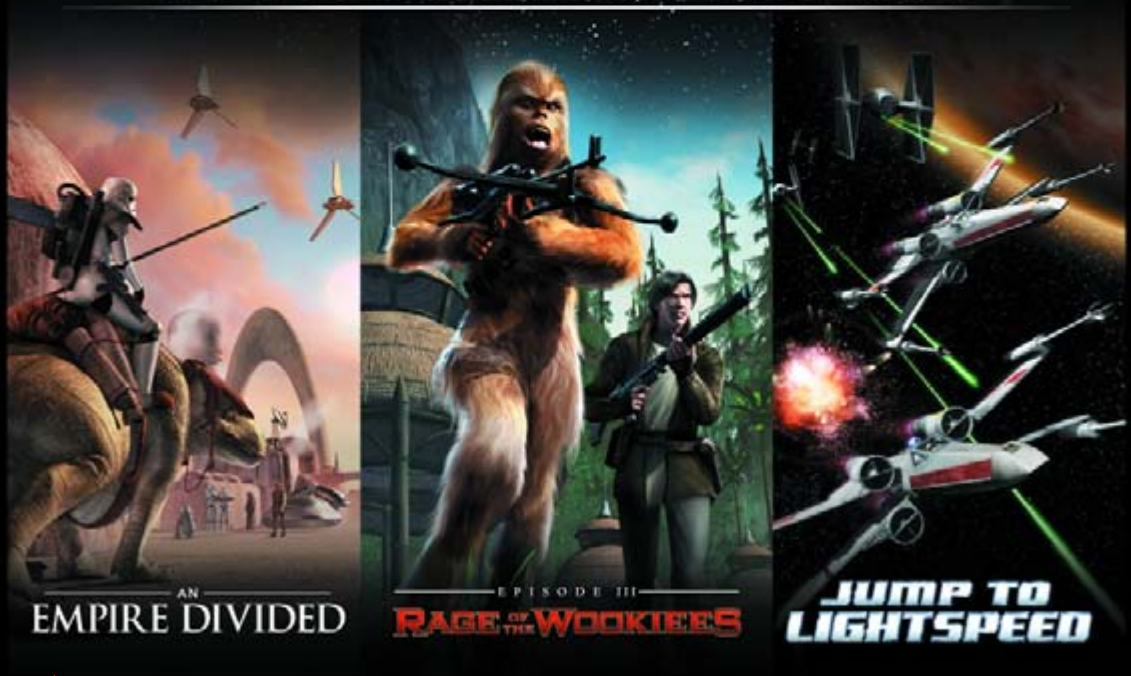
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EPISODE III
RAGE OF THE WOOKIEES
and the
Combat Upgrade!

STAR WARS GALAXIES

THE TOTAL EXPERIENCE



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STAR WARS GALAXIES

THE TOTAL EXPERIENCE



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WHAT'S NEW!

RAGE OF THE WOOKIEES

Kashyyyk, the Wookiee homeworld, is the focus of the most recent expansions in the galaxy. While Wookiees aren't the most peaceful beings on a good day, incessant slave-taking by Trandoshans and others have worked them into a rage, and they don't care who suffers because of it.

While familiar in many ways, Kashyyyk is a change from other ***Star Wars* Galaxies** worlds in one major aspect. It is specifically designed for questing — for all levels, for soloing, for grouping with two or three other players, and even for raiding with eight or more max-level characters. Most of its zones are *instanced*, which means that when you enter (solo or with a party), you will be the only one(s) in that zone — no one to interfere, no one to grief you, no one to fight for the right to the best spoils. Other zones are *semi-public* — more than one individual or party can enter, but there is a limit to how many player characters it will hold before another instance of the same zone is created to keep the numbers down in each instance.

Kashyyyk is not on the commercial spacelines. The only way to reach it is by flying your own starship there. And don't overlook the space zone; there are plenty of quests there, as well. **Kashyyyk Space** and a few key quests are described (p. 10), followed by maps and descriptions of **Kashyyyk** itself (p. 14).

CLONE RELICS QUESTS

Meanwhile, back in the rest of the universe, an epic series of quests awaits the fearless adventurer. Hop in for one of them or for all, and you will meet characters you've heard about for thirty years. If hero-worship doesn't excite you, do it for the grandiose loot that can be had by completing these quests. See page 85 for the introduction to this amazing series of quests.



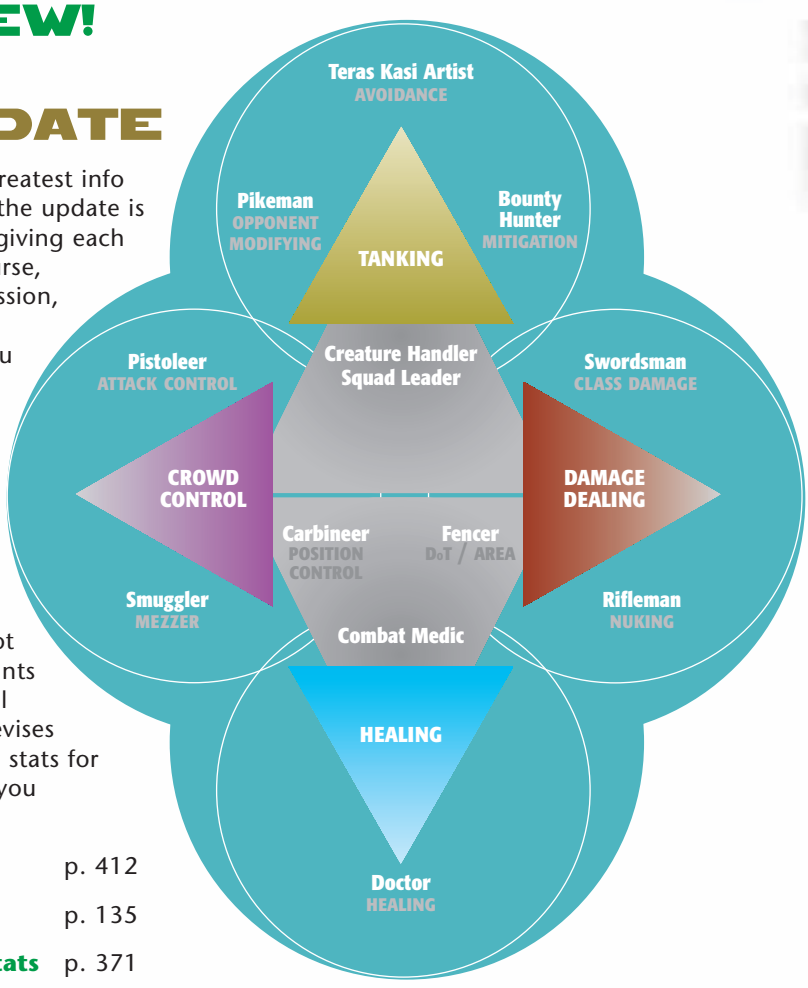
This is the space atmosphere near Kashyyyk. The planet is surrounded by asteroids, gases and unusual "lightning" that flashes periodically!

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WHAT'S NEW!

COMBAT UPDATE

This guide covers all the latest and greatest info on the Combat Update. The core of the update is a new approach to roles in combat, giving each profession a specific function. Of course, since you aren't limited to one profession, you aren't limited to one role, either, but the **Combat Diamond** gives you an idea of how each combat professional can fit in the overall flow of group combat. Check out Lead Designer David White's analysis of each profession on page 143.



The Combat Diamond shows the relationship of the combat professions in the Episode 3 Combat Update. These changes give each combat profession a more clearly defined function to perform in group combat, allowing adventuring teams to work together with maximum efficiency in the field. For a detailed explanation, see **Combat**, *p. 123.*

One of the key features of the Combat Upgrade is that damage almost exclusively impacts Health, not Action or Mind. Action and Mind points are expended when executing special moves. As might be expected, this revises not only your own stats, but also the stats for weapons, armor and the opponents you encounter.

Weapon stats p. 412

Armor revisions p. 135

Creature, Android, Droid & NPC stats p. 371

Meanwhile, many of the combat profession skill mods, commands and abilities have changed, as well as special moves. They're all covered here, in:

Professions (Starting, Elite & Hybrid) p. 169

Special Moves p. 130

One more key change is that each character now has an explicit Combat Level. Characters have always had combat levels, so that you would know whether potential foes Con safe, marginal or dangerous to you, but now it's visible to help you and your teammates better plan your expeditions. **Combat Level** is covered on page 138.

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WHAT'S NEW!

ASTEROID MINING

Asteroid mining is a new way to collect resources for crafting. To mine, you must pop asteroids until they crumble into useful bits to harvest, while avoiding the pirates who are always ready to take advantage of your hard work. Each space zone has its own set of available resources, listed with that zone's description (pp. 26-40), but here they all are in one list.

CORELLIA

-4048	-2594	-3252	silicaceous
76	-159	796	silicaceous
1794	521	-1763	iron
2790	2606	3265	silicaceous
3668	4466	3722	silicaceous

DANTOOINE

458	270	-2794	acid
2145	-268	-2417	methane
-931	2194	-2755	acid
6263	6841	-3351	methane
7415	6701	3788	acid

DATHOMIR

-2708	90	-971	crystal
-669	-192	2539	crystal
-4876	-1211	6231	crystal

ENDOR

-3250	-5480	-6934	ice
5134	-6373	-777	ice
737	1130	805	ice

KASHYYYK

-2338	-5827	-5820	organometallic
-5951	-13	1033	organometallic
-823	-2001	-999	methane
-4067	1957	3941	organometallic
3339	2307	3472	organometallic
3011	1961	4303	organometallic

KESSEL

2308	-3730	-3402	diamond
-624	-3034	4713	diamond
2726	2291	1981	diamond

LOK

1768	-3540	-1266	obsidian
-1725	-3517	-2976	obsidian
-7033	1361	261	obsidian
3712	-574	-2344	organometallic
-548	670	1513	organometallic

NABOO

-5201	351	-1857	sulfur
-7634	2030	-1699	carbon
-3088	-5468	4106	sulfur
-4620	-5557	2217	sulfur
3984	3077	7159	carbon

TATOOINE

2872	-2382	-42	iron
-216	1721	-1434	iron
442	946	-828	iron
-824	1600	-2790	iron
-335	-2424	515	iron

YAVIN 4

2077	2688	-2977	cyanomethanic
5891	6672	3054	petrochem
2057	-285	1896	cyanomethanic
-2265	-47	5530	petrochem
1848	-279	-971	cyanomethanic

CYBERNETICS

With the Combat Update, we get cybernetic implants. There are arms and legs that can help you run faster, throw farther, shoot better, and more to shock the opposition. But they have their drawbacks as well. Check out the new hardware, on p. 137.

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WHAT'S IN THIS GUIDE

Welcome to the ***Star Wars* Galaxies: The Total Experience** official guide! This page will help you quickly find the information you need to get started with this latest expansion of the galaxy.

We've conveniently separated the **Rage of the Wookiees** information from the information about the rest of the game in general. This first section includes maps and coordinates for Kashyyyk Space and Kashyyyk itself, the Wookiee homeworld.

It also includes teasers and contact info for several of the many missions that you can discover on and around Kashyyyk.

Emotes (p. 25). It would take way too many pages to explain them in detail, but we thought it would be fun to provide a fingertip list of the emote actions you can perform in game.

Janessa's Space Sector Atlas (p. 26) includes maps of the eight other standard Space zones, along with a summary of Space PvP and a map of the entire galaxy.

Planets (p. 45). If you need to see what's where, and on what planet, check out this chapter. It contains a visual reference to the galaxy, along with keyed maps you'll find useful in your travels.

Following that is an extensive list of **Terminals** of all sorts that you can find across the known worlds (p. 79), and intros to the **Clone Relic Quests (p. 85)**, an epic series of adventures that lead you from one end of the galaxy to the other.

New Player Introduction (p. 91). If you're just starting to play the game, you will benefit from reading a few up-front notes and guidelines for playing.

Character Creation (p. 95). What race you choose often drives your success in any given profession. To help you get started, this section contains information about the various races you can play.

Interaction (p. 105) is a quick overview of the game's user interface, along with important playing tips and information.

City Life (p. 115). All new characters start out in a city, and whatever city you choose will be home for a while. This describes useful terminals, buildings and people you can find in cities. For advanced players who venture out, it also covers player cities and housing.

Combat (p. 123). Survival is key, and the combat information here will help you turn aggression into profit. Even if you aren't the fighting type, you should at least know how to defend yourself!

Economy (p. 149). Creating, buying, selling and trading are integral parts of playing the game. Here, we go into the basics of how trading, stores and tipping work.

Crafting (p. 155). The crafting professions give you a variety of career paths. If you're a creator, not a destroyer, then check out our primer on crafting.

Player-vs-Player (p. 163). When killing NPCs and critters just isn't exciting anymore, you can always explore the world of player-versus-player (PvP) combat. This section discusses faction play, faction rewards, dueling, player associations and other aspects of PvP play.

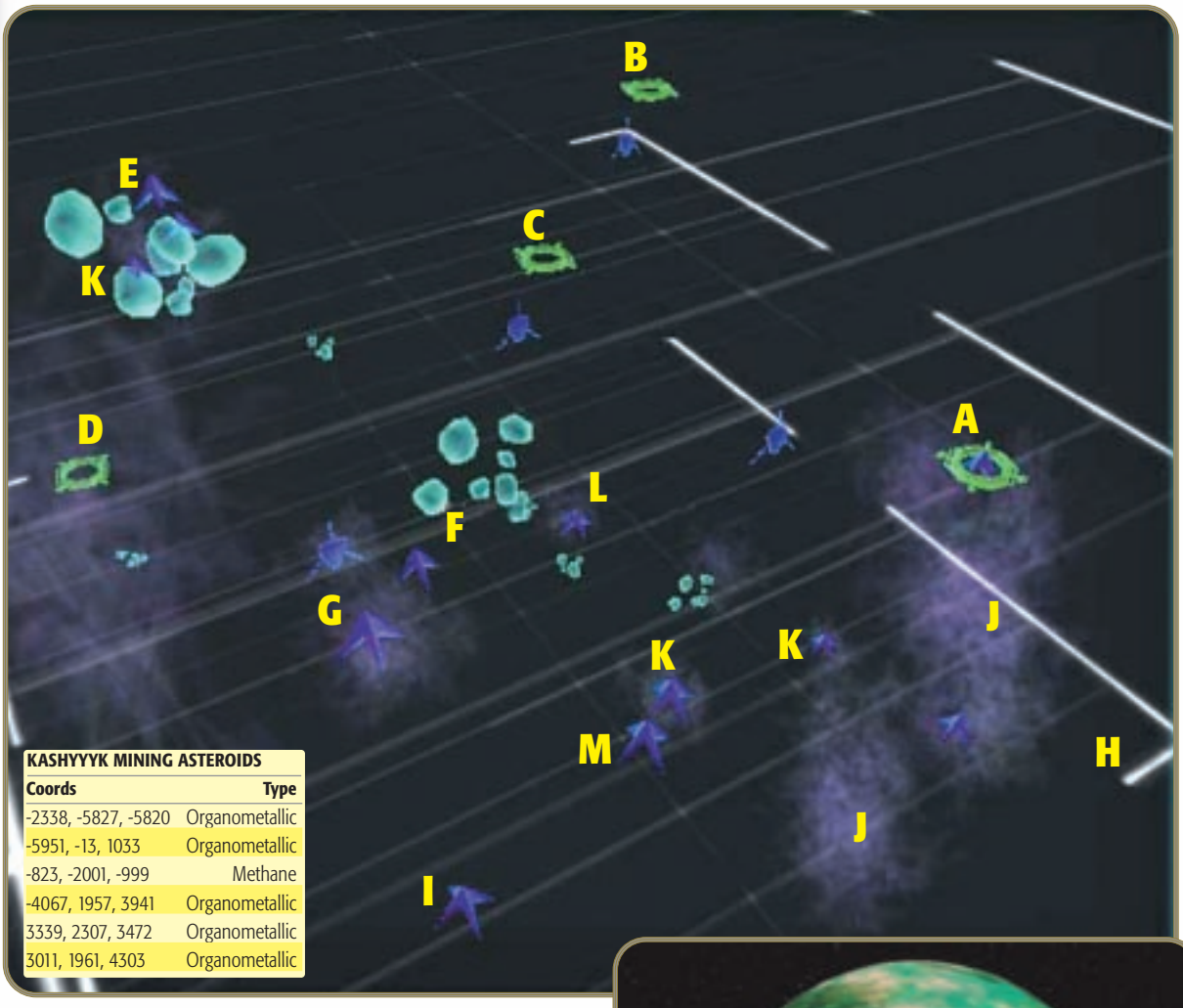
Professions (p. 169). By far the largest section, this chapter covers every profession in ***Star Wars* Galaxies**. You'll find skill trees, mods, stats, tips and information about commands and abilities you receive when you train a specific skill.

Components & Customizing (p. 349). The last profession listed is the Shipwright, and this chapter follows with all the nitty-gritty on crafting ship components and assembling them into a starship you'd be proud to own or sell.

Statistics (p. 371). Sometimes the numbers tell it all. This gives you the hard facts you need for all of the creatures and weapons in the game.

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KASHYYYK SYSTEM



KASHYYYK MINING ASTEROIDS	
Coords	**Type**
-2338, -5827, -5820	Organometallic
-5951, -13, 1033	Organometallic
-823, -2001, -999	Methane
-4067, 1957, 3941	Organometallic
3339, 2307, 3472	Organometallic
3011, 1961, 4303	Organometallic



Coming in for a landing! A space-side view of Kashyyyk, the very green planet.

starwarsgalaxies.station.sony.com

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A **The Kashyyyk Space Station**
Coordinates (X, Y, Z): -5000, 100, -5000

The Kashyyyk Space Station is currently under the supervision of the 'Civilian Protection Guild.' This organization is dedicated to the defense of civilian merchants, galactic tradesmen and all legitimate space-borne businesses in the Kashyyyk star system.

B **The Imperial Overseers Base**
Coordinates (X, Y, Z): -2798, -2544, -1062

You can declare your 'special forces' status here and engage in PvP. Once you (as an Imperial Pilot) have finished the Civilian Protection Guild missions, word of your success will reach the Imperial Overseers base. Several special missions are available from this space station at that point.

C **Avatar Platform**
Coordinates (X, Y, Z): 2830, 530, -2590

The Trandoshans run the largest slaving ring in the Kashyyyk system and enjoy complete protection from the Empire. Even so, numerous independent interests have begun to arrive in Kashyyyk – looking to take their piece of a growing business.

D **Rebel Alliance Outpost**
Coordinates (X, Y, Z): 6000, -3000, 5500

You can declare your 'special forces' status here and engage in PvP. Once you (as a Rebel Pilot) have finished the Civilian Protection Guild missions, word of your success will reach the Alliance outpost. Several special missions are available from this space station at that point.

E **Sordaan's Space Station (Rodian Hunters)**
Coordinates (X, Y, Z): 2556, 3225, 3890

The famed hunter Sordaan has purchased a writ of protection from the Galactic Empire in exchange for this bit of territory. Freelance Rodian pilots have been hired to protect the base and its business partners during the massive 'Hunt' on Kashyyyk's planetary surface.

F **Tripp's Base (Rodian Hunters)**
Coordinates (X, Y, Z): -2618, 70, 2624

The Rodian Hunter 'Tripp' has wedged this massive base into the Kashyyyk star system – without explicit permission from the Galactic Empire. As a result, the traffic to and from this facility is under constant scrutiny and is often inspected for contraband.

G **Gotal Bandits' Base**
Coordinates (X, Y, Z): -5950, 2700, 4575

The Gotal pirates organization has parked this large warship near the edge of the Kashyyyk star system. It is a command post for raids against civilian traffic. Its position provides a generous tactical advantage to the Gotal, and they take advantage of it as often as they can.

H **Ghrag Mercenaries Base**
Coordinates (X, Y, Z): -7400, -3000, -5600

This is a bad place to be if you are not a Ghrag mercenary. Ghrag will not offer missions to anyone not affiliated with their pirate organization.

I **Independent Slavers Space Station**
Coordinates (X, Y, Z): -6830, -350, 4200

The Independent slavers will offer missions to experienced CPG pilots. They do not want to work for their money; they want you to steal slaver ships from the Trandoshans.

J **The Tyyyn Nebula**
Coordinates (X, Y, Z): -6200, -3500, -4500

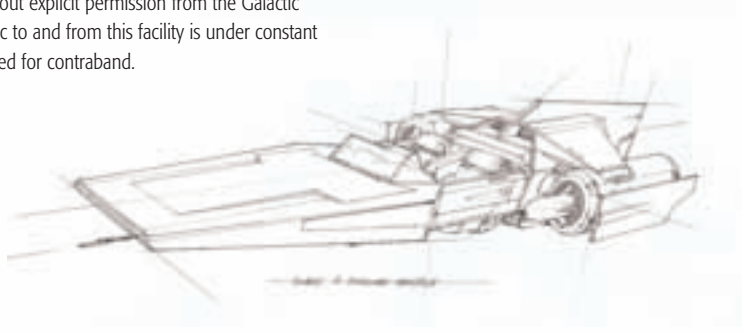
The Tyyyn Nebula is a dense cluster of space gasses – perfect for staging an ambush! This region of the Kashyyyk star system has been a hotbed of piracy and violence since the onset of the Galactic Civil War.

K **Organometallic Asteroid fields**

L **Methane Asteroid field**

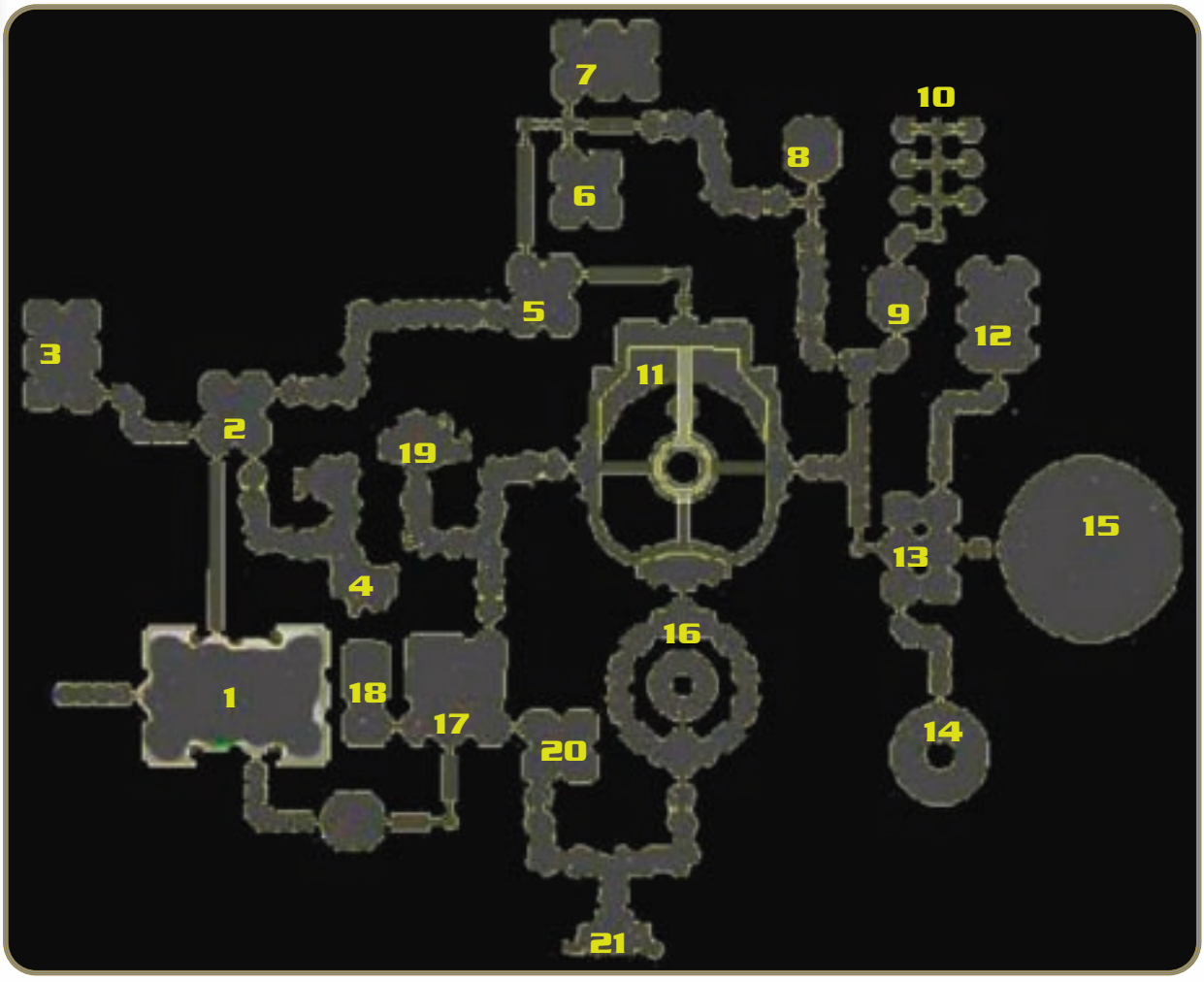
M **Chiss Poachers' Base**
Coordinates (X, Y, Z): -6835, 763, 2065

Unlike the Rodian Hunters who pay the Empire for the opportunity to hunt creatures on Kashyyyk, the Chiss are 'poachers' who take what they wish without asking … or even worrying about the repercussions of breaking galactic law. The Chiss' vast financial holdings keep their supply lines running smoothly, and their access to numerous independent shipyards keep their fighting vessels on constant patrol.



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AVATAR SPACE PLATFORM



1	Main Hangar	7	Barracks 2	13	Command Corridor	19	Maintenance
2	Anteroom	8	Room	14	Navigation Room	20	Secondary Storage
3	Café	9	Security Office	15	Command Deck	21	Rock Chasm
4	Kitchen	10	Jail Cells	16	Control Room		
5	Barracks Anteroom	11	Powercore	17	General Storage		
6	Barracks 1	12	Sensor Systems	18	Secure Storage		

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SPACE QUESTS

AVATAR PLATFORM

Solo not feasible

Groups of 3-4 at CL 75+ should do well

Groups of 6-8 at CL 55+ should survive

The Avatar Platform is the orbital headquarters of the Trandosian slavers who are currently preying on the Wookiee race. The platform is the game's first self-contained, outer-space mission environment.

Avatar is a fully instanced adventure zone designed for a full group of eight adventurers of maximum Combat Level. But how do you get there?

Boshaz (Trandoshan Slaver Camp 1 — the smaller camp) starts you on a series of quests that climax in an assault on the Avatar Platform for the Zssik Clan.

If you are Imperial, Dr. Price (Kachirho) enlists you in a series of quests that climax in a special ops mission to the Avatar Platform.

Whichever quest provides you with entry onto Avatar, when you get there you'll discover that the station is currently under attack by Wookiee insurgents looking for revenge against the slavers. Use the chaos to help you move through the platform and accomplish your goals. At the same time, you've got to defend yourself against both sides of the conflict, either of which would be only too happy to turn you into a collateral damage statistic. Along the way you'll find opportunities for rescue missions and other sub-quests not directly related to whichever cause may have brought you here.

SPACE MINING QUESTS

This is a series of space missions designed to introduce you to and advance you through the new resource-gathering occupation of asteroid mining. The Space Mining quests can be started by a raw newbie pilot. By the time they're completed in full, you'll be a fully proficient asteroid miner, with a state-of-the-art mining ship.

There's no big baddie to defeat in these quests — it's mostly about advancing your space mining career. Along the way, however, there will be plenty of pirates, claim-jumpers and rivals to test your combat mettle against.

To get started with the Space Mining Quests, talk to Flash Harrison, on the first level of the Kachirho tree.

THE CIVILIAN PROTECTION GUILD

This is a series of missions designed to take you up through the ranks of combat pilots. In this quest, you'll be acting in the interests of The Civilian Protection Guild, a consortium of merchants banded together to defend themselves from the gangs and outlaws that prey, more or less at will, on the honest tradesmen of the frontier worlds.

You can start this quest once you reach tier two or three on any pilot's tree, and by the time you're finished you should have topped out your pilot skills. Completing this quest will give you access to the very best fighter ships in the game:

Imperial	Guard TIE Interceptor
Rebel	Heavy X-wing
Neutral	Blacksun Vaksai

If you're ready to start work on behalf of the guild, make sure you've physically set foot on Kashyyyk at least once, and then contact Rian Ry, a Human female official on the Kashyyykian orbital navigation station. She'll put you on your way.

The Civilian Protection Guild quests and the Space Mining quests are completely unrelated. There's nothing to stop an ambitious hotshot pilot from alternating between the two to get a double-dose of space experience.



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KASHYYYK PLANET MAP



Points of Interest/NPCs	Coordinates
Kachirho (City/Starport)	-572, -217
Dead Forest	-761, 117
Hunting Grounds	205, -437
Ryatt Trail	-81, 606
Blackscale Slaver Compound	408, 578
Slaver Camp #1	145, 43
Slaver Camp #2	536, 128
Isolationist Wookiee Village	307, -271

Points of Interest/NPCs	Coordinates
Rodian Hunter's Camp	706, -666
Spirit Guide & Graveyard	36, 160
The Great Tree	-71, 106
Chief Kerritamba & Kerritamba Tribe	-147, -98
Trandoshan Slavers	
Hracca	

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MISSIONS & QUESTS

Most of the new mission and quest challenges center around the Wookiee homeworld of Kashyyyk, either on the surface or in Kashyyyk space.

Kashyyyk, the jungle planet home of the Wookiees, is quite unlike any of the other worlds in ***Star Wars* Galaxies**. While all the other worlds are based on a philosophy of open travel, where you can go from one point to any other pretty much at will (assuming you can survive), on Kashyyyk, much of the terrain is impassible. This means that to pass from one zone to another, you have to go to a specific gate point. In fact, before you can enter most Kashyyyk zones for the first time, you must usually first earn the right to enter by completing a specific mission.

Furthermore, in addition to being gated, many of the Kashyyyk zones are instanced. This means that the game can create multiple identical copies of the zone map, so that when a group enters the zone, they'll have it all to themselves. Other groups that may be playing in the same zone at the same time will have their own, private maps to adventure on.

Some of the instanced zones will spawn a separate instance for each individual group that enters. Others will admit multiple groups, but are designed for a certain optimum maximum population. When you enter such a zone, the game will give you a choice of several instances, showing you the current population of each one, and allow you to choose which one you'll adventure in. At this time, the game does not prohibit you from entering a zone even if it's population is "full," but you're advised to avoid full instances if possible, for an optimal playing experience.

There were 100 new quests in the Kashyyyk system when Episode 3 launched, and the dev team is constantly adding more. While characters of any level of skill can visit the planet and its capital, Kachirho, most of the actual missions and wilderness zones are calibrated for character of at least Combat Level 20, on up to the very highest levels of the game.



Jarea on her Veractyl mount.



A Jedi in combat.



Captive Wookiees near the slaver camps in Kachirho

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KACHIRHO



Points of Interest/NPCs	Coordinates
The Great Tree	-71, 106
Kachirho (City/Starport)	-572, -217
Dead Forest	-761, 117
Hunting Grounds	205, -437
Rryatt Trail	-81, 606
Blackscale Slaver Compound	408, 578

Points of Interest/NPCs	Coordinates
Slaver Camp #1	145, 43
Slaver Camp #2	536, 128
Isolationist Wookiee Village	307, -271
Rodian Hunter's Camp	706, -666
Research Camp	121, 628

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A Ro-roo in Kachirho

KACHIRHO

Solo through CL 20

Groups of 3-4 at CL 20 should do well

This is the Wookiee "capital city." It's really just a somewhat larger-than-average Wookiee settlement that exploded in importance when it was chosen as the site for the world's spaceport. Like all Wookiee settlements, Kachirho itself is a giant tree. There's also a fairly bustling settlement around the roots of the tree, where the non-arboreal outworlders have settled. In addition to the city itself, the Kachirho zone contains some expansive wilderness areas suited for hunting at Combat Levels 20 to 30.

All the other planetside zones on Kashyyyk can be reached from Kachirho (either directly or through one other zone). And the city area is literally packed with NPCs waiting to send you off on quests.

Outside of the city area itself, do not expect the Wookiees you meet to be gruff-but-friendly Chewbacca types. Remember, the title of the episode is "Rage of the Wookiees," not "Mild Exasperation of the Wookiees." At this point in Kashyyyk history, widespread, long-term incursions by Trandoshian slavers have made the Wookiees intensely hostile and zenophobic. As you wander about the Kachirho wilderness, you'll have to fight any Wookiees you may meet, in addition to the brutal slavers who prey on them. (Only in Kkowir Forest (p. 22) will you meet wandering Wookiees who won't try to kill you on sight.)

KACHIRHO QUESTS

These are a couple of representative quests of the sort that are appropriate for new arrivals on Kashyyyk. Remember, you want to be at least Combat Level 20 before seriously trying to adventure in Kachirho wilderness.

Survey Quests. Seek out Dr. Farnsworth in the Kachirho city tree. He'll send you out on a series of quests to survey specific points in and around Kachirho and report back. These quests are an excellent way to get familiar with the zone, and they'll also show you where the gates to the other main Kashyyyk zones are located.

The Missing Researchers. During your wanderings about the Kachirho wilderness, you may happen upon a destroyed campsite. Although there's no sign of the unfortunate inhabitants of the camp, if you search you will find a radio that will put you in contact with an associate of theirs. The investigation of the attack on the campsite will lead into a series of exciting and potentially profitable conflicts with the Canopy Bandits gang. These quests are ideal for groups of Combat Level 25-30.



War machines of the Empire in Kachirho!



Kachirho Village

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ETYYY, THE HUNTING GROUNDS



Points of Interest/NPCs	Coordinates
Kachirho Gate	658, 668
Rodian Hunting Camp	240, 524
Hracca Glade Gate Camp	-3, -221
Arcona Compound	-499, 841
Chiss Hunter Settlement	-1151, 0

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ETYYY, THE HUNTING GROUNDS

Solo CL 40+ (50+ better)

Groups of 3-4 around CL 40 should do well

Some years ago the Wookiees of Kashyyyk entered into a treaty with a group of Rodian hunters, giving the Rhodians control of the Etyyy region. *To gain admission to Etyyy, you'll have to seek out a Rodian named Kerssoc in Kachirho and perform a service for him.*

While most of the Kashyyyk zones are fairly "linear" — that is, they're designed to take you from one specific mission to the next — the Etyyy hunting grounds are a bit of an exception. The terrain is pretty wide open and there are no major story-driven quests. Most of the missions are a straightforward "go hunting and bring back 30 units of X resource." If you just want to hunt without worrying about specific missions, that's fine too. This region is suited for mid-level hunting parties.



This old Wookiee is a pretty fashionable fellow. Green is definitely his color.

HRACCA



HRACCA GLADE

Solo not feasible

Groups of 6-8 at CL 80+ should survive

This is an instanced zone; its content is determined by the quest that brings you here.



Walluga Skullsmashers travel in large herds and are VERY deadly. Beware!

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RRYATT TRAIL





Achonnko is the Master Trail Guide near the start of Ryatt Trail.



Points of Interest/NPCs	Coordinates
Achonnko (Master Trail Guide)	-752, -320
Rebel camp	-577, -357
Negal Tek'lon	-587, -184
Ryatt Trail Guide	-543, -175

Here is a nice place to relax along the Rryatt Trail ... you'll need it!

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Rryatt Trail is full of big trees and long bridges. This view is pretty typical of the zone. Be careful not to lose sight of the vicious creatures that live in all that beauty!



This fighter ship is near the Rebel Camp.

TRANDOSHAN SLAVERS ZONE



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KKOWIR FOREST



Points of Interest/NPCs Coordinates

Spirit Guide & Graveyard	36, 160
The Great Tree	-71, 106
Chief Kerritamba & Kerritamba Tribe	-147, -98



The Nyenthi'Oris Graveyard is where you respawn in Kkowir Forest. The Wookiee is the Spirit Healer.

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KKOWIR FOREST & MYYYDRIL CAVERNS

Kkowir Forest

Solo CL 34+

Groups of 3-4 at CL 30 should do well

Groups of 6-8 at CL 20+ should survive

Myyydril Caverns

Solo not feasible

Groups of 3-4 at CL 75+ should do well

Groups of 6-8 at CL 55+ should survive

The Kkowir Forest is the home of an ancient Great Tree which is sacred to the Wookiee race. The remote and rather mystical Wookiees who guard this site are a good deal less zenophobic than their brethren in other parts of the world — they won't try to kill you unless you give them a really good reason to.

Your main contact in this zone is the Wookiee chief Kerritamba, who will send you on a series of quests on behalf of his tribe and the Wookiee race. These quests, optimized for parties of Combat Level 30 to 40, begin with a mission into the Myyydril Caverns to save the Great Tree from hostile forces that threaten its wellbeing. They culminate with a life-or-death challenge in a Wookiee battle arena.

One other notable point of interest in Kkowir is the entrance to the Webweaver Caverns, found in Kkowir near the waterfall.



Scarecrows? Voodoo dolls? Kkowir Forest has some unusual scenery.



Mysess Glade, also known as The Great Tree, in Kkowir Forest.



Kerritamba Village — a friendly Wookiee village in Kkowir Forest.

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BOCCTYYY PATH



BOCCTYYY PATH

Solo CL 55+ should survive

Groups of up to 6 at CL 45-50 should do well (max group determined by quest)

This is an instanced zone; its content is determined by the quest that brings you here.



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EMOTES

You want emotes? Here they are. * = no animation when self-targeted. Some require you to target yourself, others require another target. Some work on self, others or no target at all.

accuse
ache
adjust
adn
afk
afk4drink
afk4food
agree
amazing
anxious
apologize
applaud
arch
attend
ayt
backhand
bad
badfeeling
bah
bak
bang
bark
batlashes
bbl
beam
beckon
belch
bite *
blame
bleed
blink *
blow *
blowkiss
blush
bmoc
bob
bodyslam
boggle
bonk *
boogie
bored
bounce *
bouquet
bow
bow2
bow3
bow4
bowhead
brandish
brb
brt

burp
bye
cackle
callretreat
callstop
calm
catchbreath
censor
chase
cheek
cheer
chestpuff
chortle
chuckle
clap
claw
closeeyes
combarea
combhair
comfort
congratulate
contemplate
cough
cover
covereyes
cower
cringe
cry
culater
curse
curtsey
dance
deepbow
defend
demure
deride
disagree
doh
down
dream
drool
duck
echuta
eek
elbow
embrace
encourage
evilgrin
exausted
eyebrow
faint

false
faq
fear
feel
feh
fiddle
fidget
fistpalm
flail
flame
flee
flex
flip
flirt
flower
flutter
fool
frown
fume
fuzzy
gag
gape
gasp
gawk
gaze
giggle
giveup
glare
gloat
glow
going
greet
grin
groan
grovel
growl
grumble
grunt
gulp
hack
hail
halfnelson
halo
hand
handshake
headache
headlock
hearnoevil
helpme
hero
hi5

hiccup
hiss
hobble
holdon
hop
hose
hug
huge
hum
hunger
imfull
imitate
innocent
introduce
isafk
jam
jas
jk
jump
kiss
knockwood
kowtow
lag
large
laugh
lean
leer
left
legshake
lick
lol
lost
love
luck
manual
medium
melt
mercy
mimic
mirror
mope
mosh
mourn
mutter
nails
nap
nausea
nelson
nod
nono
noogie

nose
nudge
nuzzle
omg
oneknee
opossum
pant
pat
peer
peptalk
pet
peyoo
pillow
pinch
plugears
plugnose
pointat
pointdown
pointleft
pointright
pointup
poke
ponder
pound
pout
preen
primp
prod
protect
provoke
pshrug
pucker
puke
pull
punch
push
puzzle
question
quiet
raise
raspberry
ready
reassure
right
roar
rofl
rolleyes
rose
rubnose
ruffle
salute

scare
scared
scold
scowl
scratch
scream
seenoevil
shake
sharpen
shiver
shower
shrug
shudder
shush
sigh
skip
slap
slit
slobber
small
smell
smile
smirk
snap
snarl
sneer
sneeze
snicker
sniff
sniffle
snog
snore
snort
soapbox
softclap
spam
speaknoevil
spin
spit
squeeze
squirm
stare
steam
stink
stomp
strangle
stretch
strut
sulk
summon
surprised

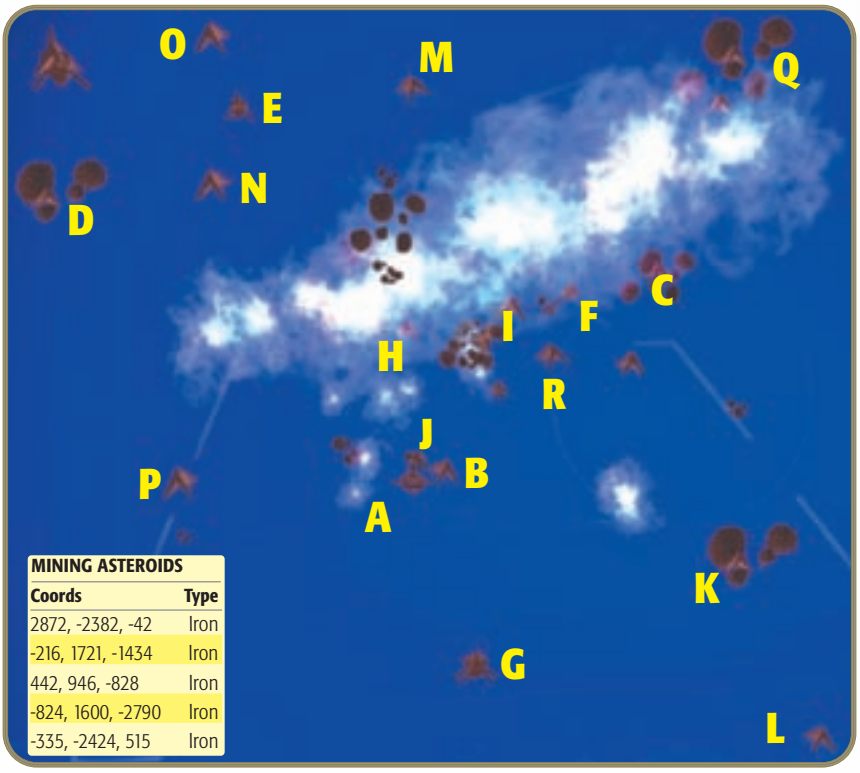
surrender
swat
sweat
sweep
tackle
tag
tantrum
tap
tease
thank
thirst
throwat
throwdown
thxinfo
tickle
tiny
tiphat
tiptoe
tmi
tongue
toss
tsktsk
tug
tweak
twibble
twiddle
twirl
twistarm
twitch
uncle
up
veto
waft
wait
ward
wave
welcome
whap
whimper
whistle
wildpanic
wince
wink
wookieehug
wrinkle
yawn
yes
zip
zone

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JANESSA'S ATLAS

TATOO SYSTEM

Located in the Outer Rim, the Tatoo System is dominated by two binary stars known as the twin suns. Although considered remote by many, the system is a hub for several key hyperspace lanes. The system's most notable planet the desert world of Tatooine actually serves as a nexus for these hyperspace routes and has become the site of numerous orbital battles. Although frequently patrolled by the Empire, the Tatoo system is largely controlled by the lawless Hutts. Various pirate factions, mercenary groups, and smugglers also frequent the system, preying on local transports and making travel through the Tatoo System very dangerous for unseasoned pilots.



MINING ASTEROIDS

Coords	Type
2872, -2382, -42	Iron
-216, 1721, -1434	Iron
442, 946, -828	Iron
-824, 1600, -2790	Iron
-335, -2424, 515	Iron

A **Tatooine Space Station (Station)**
Coordinates (X, Y, Z): 2311, -5872, 1865

The space station at Tatooine isn't the friendliest one in the galaxy, but for the right price they can be persuaded to provide emergency repairs. The station is notorious for clearing anyone to land at any of Tatooine's starports without even the most basic security protocols in place.

B **Iron Planet (POI)**
Coordinates (X, Y, Z): -6278, 58, 1601

The material of this "Iron Planet" is starkly different than the neighboring asteroids in areas circumventing the Traders' Grotto. It is unknown whether or not it will help against squelching the high resource demands from planet Tatooine. Only time will tell.

C **Rebel Ruins (POI)**
Coordinates (X, Y, Z): -1507, 1904, -3392

Lying in ruins, the once-prominent Rebel Space Station was the base of operations for most Alliance activity in the Tatooine System. It was only then, at the height of glory of the Alliance, did the Empire suffocate any hope of survival. Only a carcass of the Rebel Space Station remains and, floating around it, memories of war in the form of TIE and X-Wing debris.

D **Miner's Yard (Hyperspace)**
Coordinates (X, Y, Z): -4933, 6439, 6890

Tatooine's resource numbers are plummeting daily. It is up to local miners to branch out and collect resources to replenish high demands. Their target: Asteroid Fields.
Inhabitants: Miners
Danger Level: Low

E **Deep Sea (Hyperspace)**
Coordinates (X, Y, Z): 5475, 4455, 6433

Home to Hutt influence, the Deep Sea Quadrant proves dangerous to "unapproved" visitors. Unless one has business here, it's best to stay away.
Inhabitants: Hutts
Danger Level: HIGH

F **Desert Sands (Hyperspace)**
Coordinates (X, Y, Z): 6451, -1528, -3502

It is unknown if the Desert Sands Quadrant is home to friendly entities. The Imperial Navy has forwarded a word of warning to those looking to travel through the area.
Inhabitants: Unknown
Danger Level: Medium

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G **Outer Rim (Hyperspace)**
Coordinates (X, Y, Z): -6933, -3512, 970

Approved by the Imperial Navy, all travel to this Quadrant is ***RESTRICTED***. Hostile enemies have been seen and it is ***IMPERATIVE*** that travel to this Quadrant be ceased! You have been warned.
Inhabitants: Unknown
Status: RESTRICTED
Danger Level: HIGH

H **Trader's Grotto (POI)**
Coordinates (X, Y, Z): -500, 250, 2000

Numerous trading routes litter Traders' Grotto and provides easy, safe travel to and from the Tatooine Space Station.

I **Ghost Tide Nebula (POI)**
Coordinates (X, Y, Z) :-3000, 1800, 0

Thick cover from the Ghost Tide Nebula provides pirates superb concealment when trying to ambush unsuspecting freighters. Travellers are warned and directed away from the Ghost Tide. Many ignoring the warning are never heard from again.

J **Hutt Claims (POI)**
Coordinates (X, Y, Z): -250, -3500, 1800

Met with fierce resistance, the Hutts have ceased their attacks on the areas surrounding the Tatooine Space Station. They had hoped to claim the station and collect the fees generated from it by making travellers pay tolls to be allowed access to Tatooine's space. They underestimated the Mos Eisely police and their allies. All that is left from this launch point are the remains of war.

K **Dragons Spine (POI)**
Coordinates (X, Y, Z): -5814, -881, -3968

The Dragon's Spine, one of the oldest asteroid fields in space Tatooine, snakes across the cast expanse of space and serves as a center point of navigation for many explorers.
However, wise travelers have a steered clear from the Dragon's Spine as of late. Lady Valarian and her thugs have taken to the massive asteroid field, destroying all "unauthorized" vessels and have consequently taken it over completely. In the eyes of the Hutts, Lady Valarian and her thugs have over-stepped their bounds which has resulted in a war between the two thug factions. Even the Empire has ordered their fleets to stay clear from the Spine and the war that rages within it.

L **Valarian Sun (POI)**
Coordinates (X, Y, Z): -6523, -6375, -6388

Nestled snuggly behind the Dragon's Spine asteroid field, the area called "Valarian Sun" serves as Lady Valarian's point of space operations. "Valarian Sun" is led by her most powerful thugs, relentless killers hoping to take over the Dragon's Spine entirely in honor of the gang.

M **Station-Star 1 (POI)**
Coordinates (X, Y, Z): -2885, 6607, 1048

The original landing station, named "Station-Star 1", was the first direct pipeline connecting planet Tatooine to its space system. Due to the raging war between the Hutts and the Valarians, Station-Star 1 was destroyed, having been the target for both thug factions. It was the sound reasoning that whoever owned the landing station owned the planet. Station-Star 1 now lies in ruins at the site of continual battle between the Hutts and the Valarians.

N **Black Venom Sea (POI)**
Coordinates (X, Y, Z): 6596, 944, 6747

The Potent thug faction, the Black Sun, course through the veins of the Black Venom Sea, dominating the area with heavy laser fire and lethal missiles. Currently, the Black Sun hides behind Tatooine's shadow, waiting for the perfect time to strike with deadly precision and claim Tatooine's system as their own.

O **Pirate's (Muon) Gold (POI)**
Coordinates (X, Y, Z): 6356, 5696, 6748

The Bestine Pirates love their Muon Gold. In fact, the pirates named the area in which they dwell after the potent spice. Remarkably enough, the Bestine Pirates still fire with amazing accuracy and lethality, so much so that all who travel through the area are wise enough to keep their computer systems alert and weapons armed.

P **Nallera's Mining Field (POI)**
Coordinates (X, Y, Z): -5949, 0, 5944

Stemming from Space Tatooine's outermost reaches, Nallera's Mining Field remains one of Tatooine's oldest mining outposts. Nallera's Mining Field is far enough away from the Huts' influence, but close enough to Tatooine's space station to encourage trade and ship goods to the planet. The inhabitants of Nallera's Mining Field are friendly and welcome travelers to their outpost.

Q **Jabba's Star (POI)**
Coordinates (X, Y, Z): 1296, 5965, -5488

Jabba's Star provides a point of origin for the Hutt's illegal operations. Unless business is mentioned, Jabba's thugs are not partial to having visitors. The structure of the small outpost serves as a shining representation of the Hutts' cunning and skill with manipulating anything and everything.

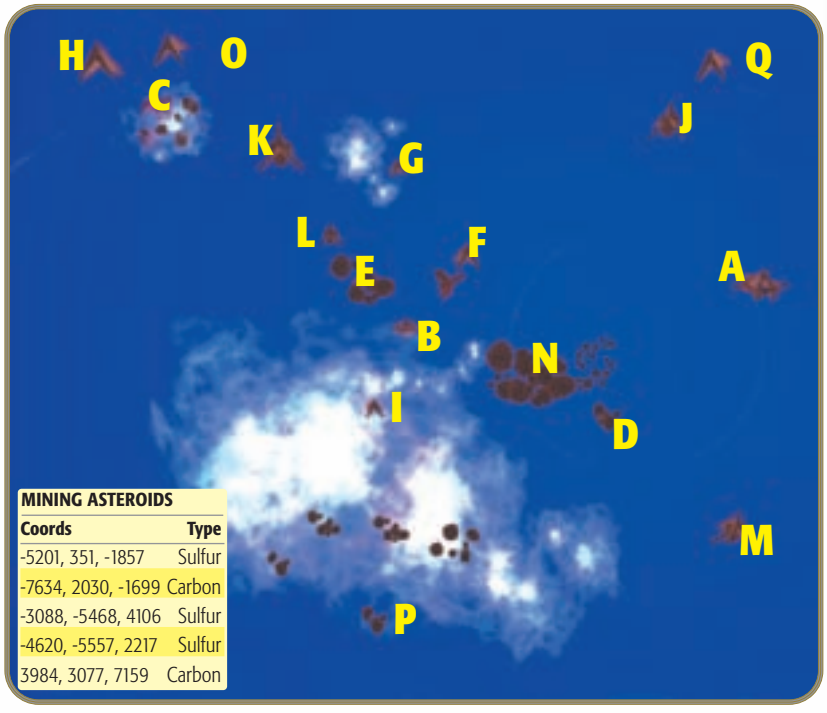
R **Dragon's Pearl (POI)**
Coordinates (X, Y, Z): 287, -362, -1333

The center of Space Tatooine's eye, the Dragon's Pearl is a hotspot for illegal activity. Many thugs, including the Black Sun and the Hutts, swarm here to harass the area, stealing loot without any signs of remorse. Fortunately, the Empire encircles the Dragon's Pearl, enforcing Imperial law with quick starships and flight prowess.

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NABOO SYSTEM

A single yellow star serves as the anchor for the Mid-Rim's Naboo System. Historically, the system which is named after its primary world, the pastoral Naboo has been a fairly peaceful and safe region of space. Prior to the Clone Wars, however, the system was rocked by violence when the Trade Federation blockaded the planet Naboo, resulting in a large-scale space battle. In the years that followed, smugglers slipped into the Naboo system in search of a safe haven, while pirates began hunting trade transports traveling to and from peaceful Naboo. Currently, the Empire maintains control over the system, but the travel routes are still plagued by hostile vessels.



MINING ASTEROIDS

Coords	Type
-5201, 351, -1857	Sulfur
-7634, 2030, -1699	Carbon
-3088, -5468, 4106	Sulfur
-4620, -5557, 2217	Sulfur
3984, 3077, 7159	Carbon

A **Naboo Space Station (Station)**
Coordinates (X, Y, Z): -2491, 905, -6460

Home of the Royal Security Forces, the space station can provide emergency repairs or clear travellers to land at any of Naboo's star ports.

B **Rori Space Station (Station)**
Coordinates (X, Y, Z): 6226, -4450, 484

Serving Naboo's most popular moon, Rori, this space station can provide travellers with emergency repairs or permission to land at any of Rori's starports.

C **Arrissa's Field (POI)**
Coordinates (X, Y, Z): 3890, 3399, 7513

Named after the pirate Arrissa n'Osnyi, the iron asteroid field holds testament to many pirate victories. Hiding within the field, and covered by the Obligon Nebula, pirates were successful in ambushing passing freighters. Needless to say, the old trade route through this area has been vacated for years. Now, it is frequented by Imperial influence in hopes of keeping pirates out of the area for good.

D **Trade Federation Hulk (POI)**
Coordinates (X, Y, Z): 2501, -5926, -5497

This heap of debris stands as a reminder of Naboo's ancient battle against the forces of greed, and a monument to the Royal Security Forces prowess in starfighter combat. Even still, rare members of the Trade Federation still live at the site and are often left alone.

E **Wishing Lake Zone (POI)**
Coordinates (X, Y, Z): -500, 250, 2000

The area known as 'Wishing Lake' was first named by deep space mercenaries hired by the Trade Federation for commercial security. Today, the area stands void of activity. It is said to be a bad omen, a rumor started by the Royal Security Forces and traders alike.

F **Emperor's Way (POI)**
Coordinates (X, Y, Z): -3000, 1800, 0

The public portion of the 'Emperor's Way' is a weapons-hold zone policed by elite TIE squadrons.

G **Empire's Station I (Station)**
Coordinates (X, Y, Z): 3511, 1774, 944

The Imperial forces present in Naboo Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

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H **Rebellion Remnants (POI)**
Coordinates (X, Y, Z): -5581, 5831, 5663

Poetically named by Sonal Serore, an Imperial artisan, the Rebel Station was once a prominent home to the Rebel Alliance. Now, it only remains as a monument to the glory of the Empire and the undeniable strength and might they possess. Rumor has it that the Alliance has returned to its once-home. Could it be that they hope to prosper once again in Naboo's Empire-controlled space?

I **Old Trade Federation Route (POI)**
Coordinates (X, Y, Z): -250, -3500, 1800

Rarely traveled, the Old Trade Federation Route lies within the Enmaekeda Nebula, a tumultuous ball of space matter home to Borvo's thugs. The Imperial Navy has claimed the route unsafe and has restricted travel to all parties.

J **Royal Way (Hyperspace)**
Coordinates (X, Y, Z): -944, 3945, -4525

A common sight in Naboo's space, the Royal Security Forces hope to keep the peace by policing approved travel space and "removing" offenders. It would be wise not to travel here if you find yourself on the bad side of the Royal Security Forces.
Inhabitants: Royal Security Forces of Naboo
Danger Level: Low

K **Penumbra Omen (Hyperspace)**
Coordinates (X, Y, Z): -2992, 3984, 3520

Important!! Quadrant II, Code Name Area D-512 has been changed to Code Name "The Penumbra Omen Quadrant" effective immediately!!
Immediate Notice from the Imperial Navy: All access to this Quadrant is prohibited by law of the Empire. Again, Area D-512 is now ***PROHIBITED*** to ***ALL TRAVEL***!! Unknown Flying Starships have been found in the area and have proved to be ***INCREDIBLY DANGEROUS***!! Do ***NOT*** travel in this Quadrant!!
Code Name for Unknown Starships: Penumbra Omen
Inhabitants: Unknown
Status: TRAVEL PROHIBITED
Danger Level: HIGH

L **Sea of Veruna (Hyperspace)**
Coordinates (X, Y, Z): 5935, -982, 2946

The Sea of Veruna proves to be a vast quadrant of dead space. Potentially safe, the hyperspace location is used often by all travellers. Be warned, however, as the Empire hopes to secure it within the year's end.
Inhabitants: Unknown
Danger Level: Low

M **Kylantha's Whim (Hyperspace)**
Coordinates (X, Y, Z): -5952, -2758, -5005

Although mostly deserted, one can find a few Imperial patrols circling about Kylantha's Whim. It is rumored that a young and wealthy suitor, infatuated with the Queen Kylantha, claimed he purchased a quadrant for her in Naboo Space, hoping it would bring to light the love he had for her. The Queen kindly refused his offer of marriage, stating her desire to "marry" her people and serve them with all of her time. Crushed, the young man renamed the quadrant to Kylantha's Whim. The quadrant has kept its name ever since.
Inhabitants: The Empire
Danger Level: Medium

N **Scintilla Steel (POI)**
Coordinates (X, Y, Z): -5574, 475, -902

The iron asteroid field, named Scintilla Steel, serves as a home to hostile druids, the Scintilla Scavengers. Although malicious, the Scintilla Scavengers keep to themselves and mine the Scintilla Steel asteroid field in peace. Approaching freighters and vessels are, however, attacked on sight and are devoured within moments.

O **Adamant Mass (POI)**
Coordinates (X, Y, Z): 3709, 5983, 5860

A particularly large asteroid, the Adamant Mass is the center-point of the Ironfleck Marauders expeditions. The planetoid, often nicknamed "Naboo's Third Planet," is rumored to harbor a pocket of valuable, high density resources in its center. The Ironfleck Marauders have been chipping away at the Adaman Mass for years and have yet to make any progress.

P **Nal ReulTta (POI)**
Coordinates (X, Y, Z): -3867, -4902, 1859

Reminiscent of their home world Nal Hutta, the Borvo Clan sought to claim a small portion of Naboo's Space, a place that was eventually to be called "Nal ReulTta." Borvo and his thugs found victory soon thereafter, sprouting a small outpost and guarding it from the meddlesome Empire with skill and bravery. The outpost stands there even today and is heavily guarded by Borvo's thugs.

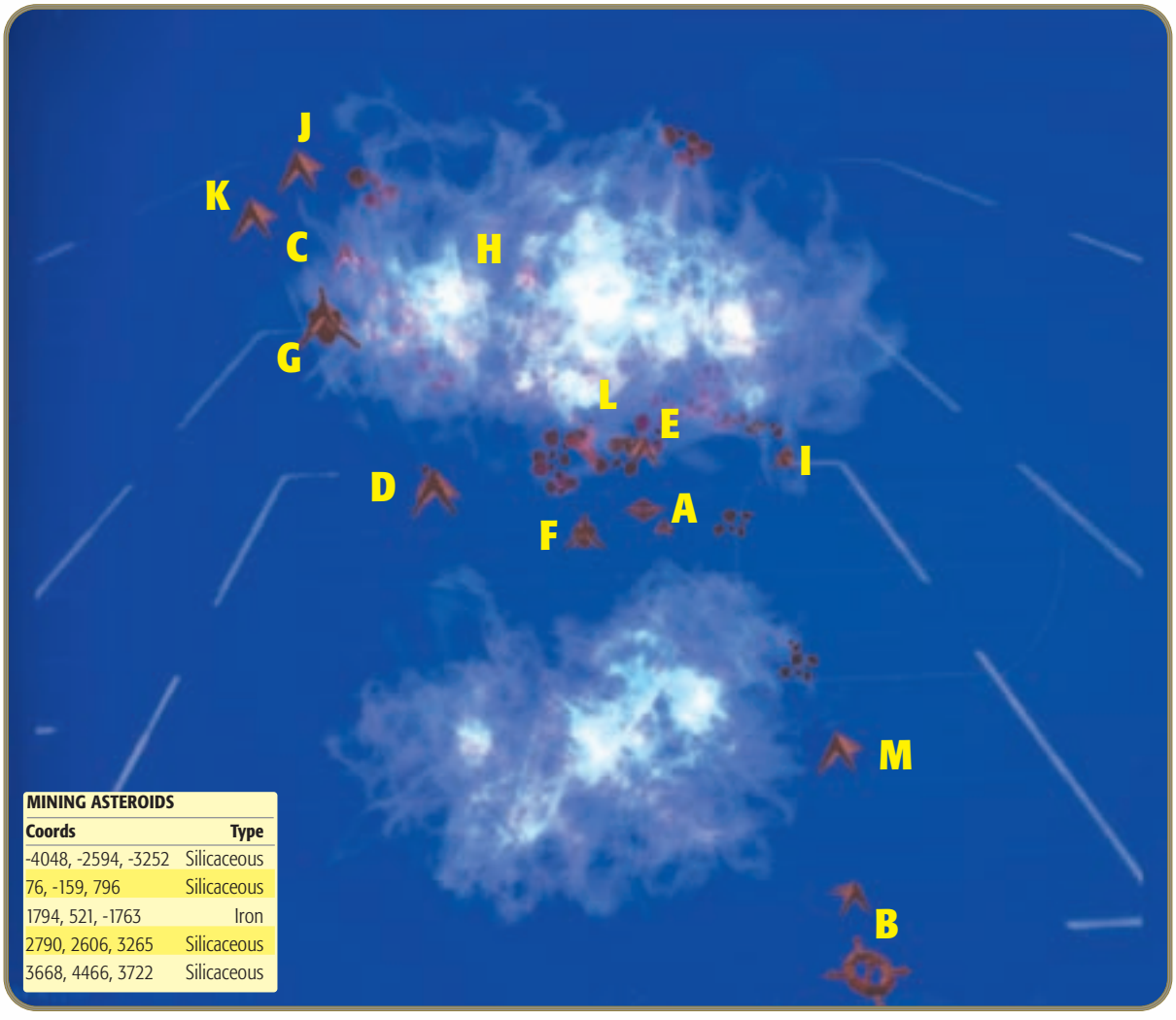
Q **Sovereignty Dawn (POI)**
Coordinates (X, Y, Z): -560, 5451, -5455

Naboo's own police, the Royal Security Forces, found their place in the Sovereignty Dawn territory, procreating an outpost to support their peacekeeping efforts. Usually friendly, the Royal Security Forces are glad to lend a helping hand when in need.

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CORELLIA SYSTEM

The Corellian System is considered part of the "Core Worlds," those systems that make up the heart of the Empire. The system itself is home to five inhabited worlds, including Corellia and Talus. Corellian worlds produce some of the most advanced starship technology in the galaxy. To protect its shipyards and home-worlds, the Corellian system is policed by both local security forces such as CorSec and the Empire. However, the Corellian system is also notorious for its large contingents of smugglers and pirates.



MINING ASTEROIDS

Coords	Type
-4048, -2594, -3252	Silicaceous
76, -159, 796	Silicaceous
1794, 521, -1763	Iron
2790, 2606, 3265	Silicaceous
3668, 4466, 3722	Silicaceous

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A **Corellia Space Station (Station)**
Coordinates (X, Y, Z): 6519, -5373, -2600

Home of the Corellian Security Forces, this space station can provide emergency repairs for a service, as well as clear you for landing at any of Corellia's starports.

B **Talus Space Station (Station)**
Coordinates (X, Y, Z): -6348, -5274, -3956

The Space Station at Talus can provide you with emergency repairs or clear you to land at any of Talus' starports.

C **Pirate's Shadow (POI)**
Coordinates (X, Y, Z): 871, 3212, 4188

The Pirate's Shadow, an asteroid field named after the cover it brings to attacking hooligans, serves as a rallying point for smugglers, pirates and ne'er-do-wells dodging CorSec patrols.

D **Alliance Station II (Station)**
Coordinates (X, Y, Z): -7132, 2340, 2014

The Rebel forces present in Corellia Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

E **Alliance Station I (Station)**
Coordinates (X, Y, Z): -1463, 318, -1012

The Rebel forces present in Corellia Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

F **CorSec Wing (Hyperspace)**
Coordinates (X, Y, Z): -967, -1513, 0

Controlled fiercely by both the Rebellion and the CorSec, the CorSec Wing proves dangerous for members of the Empire. The Rebellion is found to be unsympathetic to Imperial starships flying in the CorSec Wing Quadrant and will shoot them down on sight. Beware.
Inhabitants: CorSec and the Rebellion
Danger Level: HIGH

G **Trifecta Star (Hyperspace)**
Coordinates (X, Y, Z): -4962, 3704, 3442

Although deserted to some degree, the Trifecta Star is the nearby home to the Rebel Alliance, the Blacksun and the Binyare. Only under dire circumstances should one choose to travel to this quadrant. Beware.
Inhabitants: Rebel Alliance, Blacksun, Binyare
Danger Level: Medium

H **Binayre Razorcat (Hyperspace)**
Coordinates (X, Y, Z): 1840, 2656, 944

The Binayre Razorcat is often avoided due to the high density of the pirate factions, Binyare and the Hidden Daggers. Only brave travellers can be found circling the area, fighting off the pirates who dare close in on the defenseless pirates.
Inhabitants: Binyare and Hidden Daggers
Danger Level: Medium

I **Corellia's Own (Hyperspace)**
Coordinates (X, Y, Z): 6981, -3577, -5997

If a quadrant in Corellia could be called safe, Corellia's Own is the one. Only patrolled by CorSec, the trade routes from the Corellia Station to the Talus Station are patrolled mostly by trading freighters and civilian craft. Still, Imperial presence is frowned upon here and proves to be hostile to starships openly claiming to be of the Empire.
Inhabitants: CorSec
Danger Level: Low

J **Rayless Lantern (POI)**
Coordinates (X, Y, Z): 4972, 5055, 5509

Belonging to the Binyare thugs, the Rayless Lantern manifests a foreboding aura, an essence created by the thieves and assassins living within it. The Binayre do not welcome visitors and abhor oppression and threats from their favored enemies, the CorSec.

K **Rubicund Eye (POI)**
Coordinates (X, Y, Z): -2186, 5747, 5352

The Black Sun terrorize the Rubicund eye with swift maneuverability and hard-hitting missiles. Most choose to stay away from the Rubicund Eye, fearing that the Black Sun will descend upon them like a suffocating blanket of ash. It would be unwise to travel here alone.

L **The Void (POI)**
Coordinates (X, Y, Z): 4627, -1002, -905

Dual pirate factions, the Hidden Daggers and the Hutts, patrol the Void, seeking solitary freighters and civilians to destroy and loot. The origin of the name and why the Hidden Daggers and Hutt choose to be at war remains a mystery even today…

M **Secure Route ID-5N (POI)**
Coordinates (X, Y, Z): 30, -4389, -3442

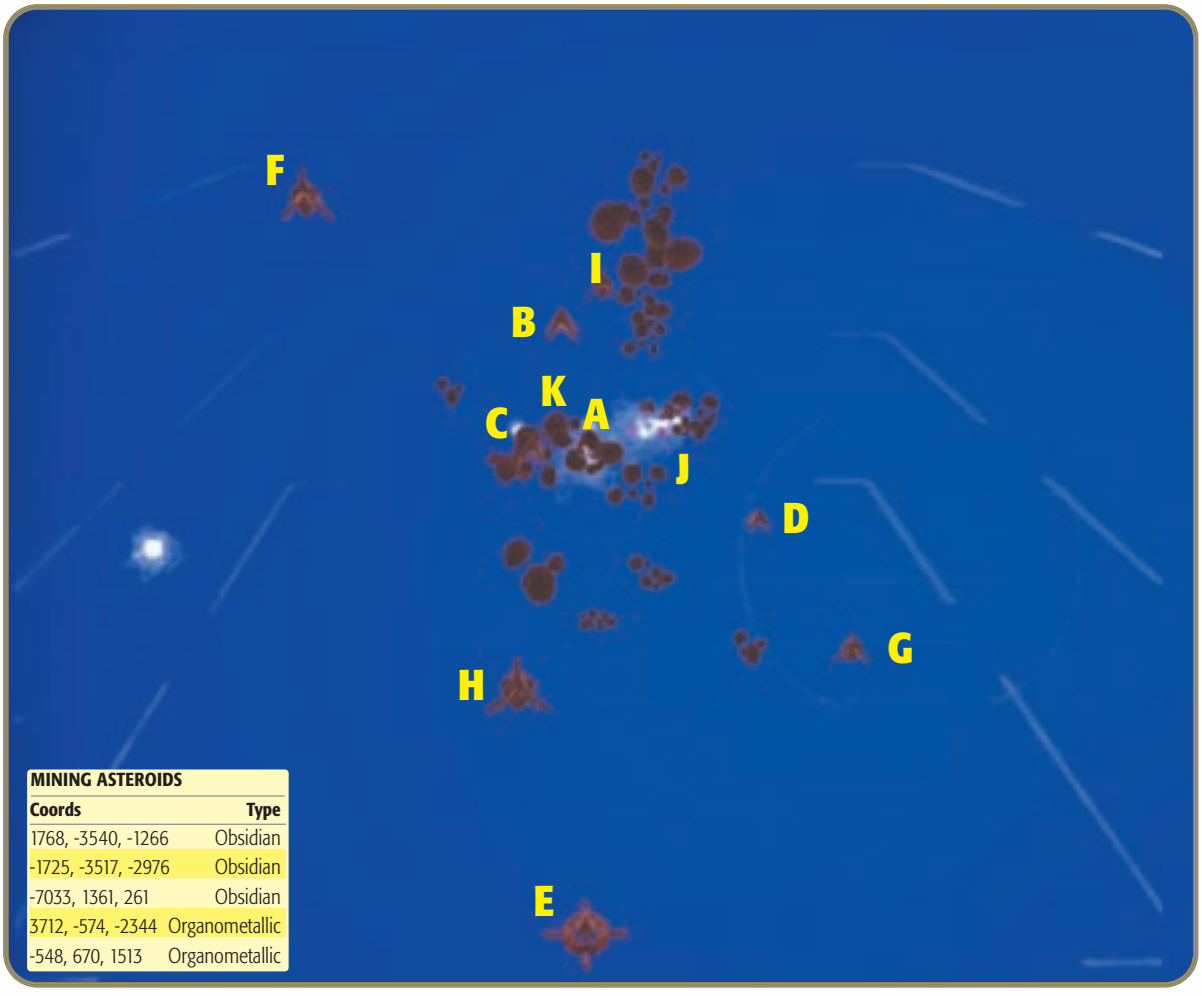
Route ID-5N, additionally named the "New Route," is policed by the highly-skilled CorSec, planet Corellia's own police force. Running from both of Corellia and Talus' space station, Route ID-5N provides quick, safe travel for everyone.

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LOK SYSTEM

An Outer Rim system, the Karthakk System has long attracted the attention of pirates and other unscrupulous spacers who prey on transports moving along the nearby Rimma trade route and Corellian Run. The system is also rich in resources, which transformed the region into a major battlefield during the early days of the Clone Wars. Among the Karthakk system's planets is Lok, a pirate haven ruled by the warlord Nym.

The Lok space sector in ***Star Wars* Galaxies** will keep players on their toes as they avoid the many pirate factions taking advantage of this corridor's path and riches. While Nym is rumored to be sympathetic to the Rebels on the ground, no one is safe cruising the airways above.



MINING ASTEROIDS

Coords	Type
1768, -3540, -1266	Obsidian
-1725, -3517, -2976	Obsidian
-7033, 1361, 261	Obsidian
3712, -574, -2344	Organometallic
-548, 670, 1513	Organometallic

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A **Censorious Tempest (Nebula)**
Coordinates (X, Y, Z): 1, 1,1

The Censorious Tempest Nebula lies in the outermost reaches of Lok's System. The constant presence of the nearby asteroid field causes frequent electrical outbursts for which the Censorious Temptest earns its name.

B **Empire's Station I (Station)**
Coordinates (X, Y, Z): -1798, 2649, 401

The Imperial forces present in Lok Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C **Spine of Lok (POI)**
Coordinates (X, Y, Z): -1488, 456, 918

Made out of obsidian rock, the Spine of Lok stretches across the vast, dark haze of Lok's often-quiet space. Miners have yet to venture here to find what exactly the obsidian rock holds in regards to resources and lucrative sales.

D **Alliance Station I (Station)**
Coordinates (X, Y, Z): 1799, -2458, -3680

The Rebel forces present in Lok Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

E **Lok Space Station (Station)**
Coordinates (X, Y, Z): -6235, -5341, 113

The space station on Lok can provide emergency repairs or clear you to land at Nym's Stronghold on the planet.

F **Nym's Hovel (Hyperspace)**
Coordinates (X, Y, Z): -505, 4421, 4459

Within the heart of the first quadrant, Nym and his thugs search for unsuspecting enemies. Nym's Hovel has proven to be an ill place for those finding themselves on the wrong side of the notorious pirate.
Inhabitants: Nym's Thugs
Danger Level: Medium

G **Rebellion Blaze (Hyperspace)**
Coordinates (X, Y, Z): 1499, -5451, -5962

The Rebellion Blaze Quadrant is home to loyal members of the Rebel Alliance. Named after the infamous Rebel Gunboat, the Rebellion Blaze, the Alliance has chosen the Lok system as one of its points of operative origin. Members of the Empire are not welcome here and will be hunted down immediately if seen.
Inhabitants: Rebel Alliance
Danger Level: Medium

H **Lurid Dawn (Hyperspace)**
Coordinates (X, Y, Z): -6926, -497, 955

Lok's very own dead space. The Rebel Alliance hopes to secure this quadrant for operative expansion within the year's end.
Inhabitants: Unknown
Danger Level: Low

I **Voria's Ember (Hyperspace)**
Coordinates (X, Y, Z): 6492, 1478, -524

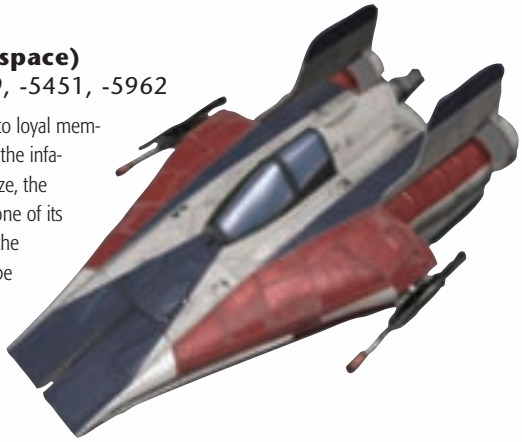
Voria Sergar was found orphaned at a young age. Abandoned by her slave master, she wandered the planet of Lok for several months before being found by a Rebel Officer, Isnal Roran. Voria had been battered and bruised, having fled many near-death situations. Finally, she was safe. Voria ascended the ranks in the Rebel Alliance with blinding speed. Her abilities and fluidity with slicing and manipulating computers were viewed as assets to the Rebellion. She soon earned her wings and headed to Lok's system. There, she met her fate, unable to maneuver in time before an Imperial missile struck her down. No matter how far away, each member of the Rebellion felt her passing. Voria's Ember, Lok's fourth quadrant, was named after the Rebel sergeant in her honor.
Inhabitants: Unknown
Danger Level: Low

J **The Canyon (POI)**
Coordinates (X, Y, Z): 3724, -1263, -1813

The Canyon embodies the home of the Corsair thug faction, an merciless band of hooligans promising to wreck havoc on any passing civilian or vessel. Ruthless, it is not uncommon to see a Corsair looting its latest victim and speeding off to find another.

K **Mid-Point**
Coordinates (X, Y, Z): 1931, -231, 2209

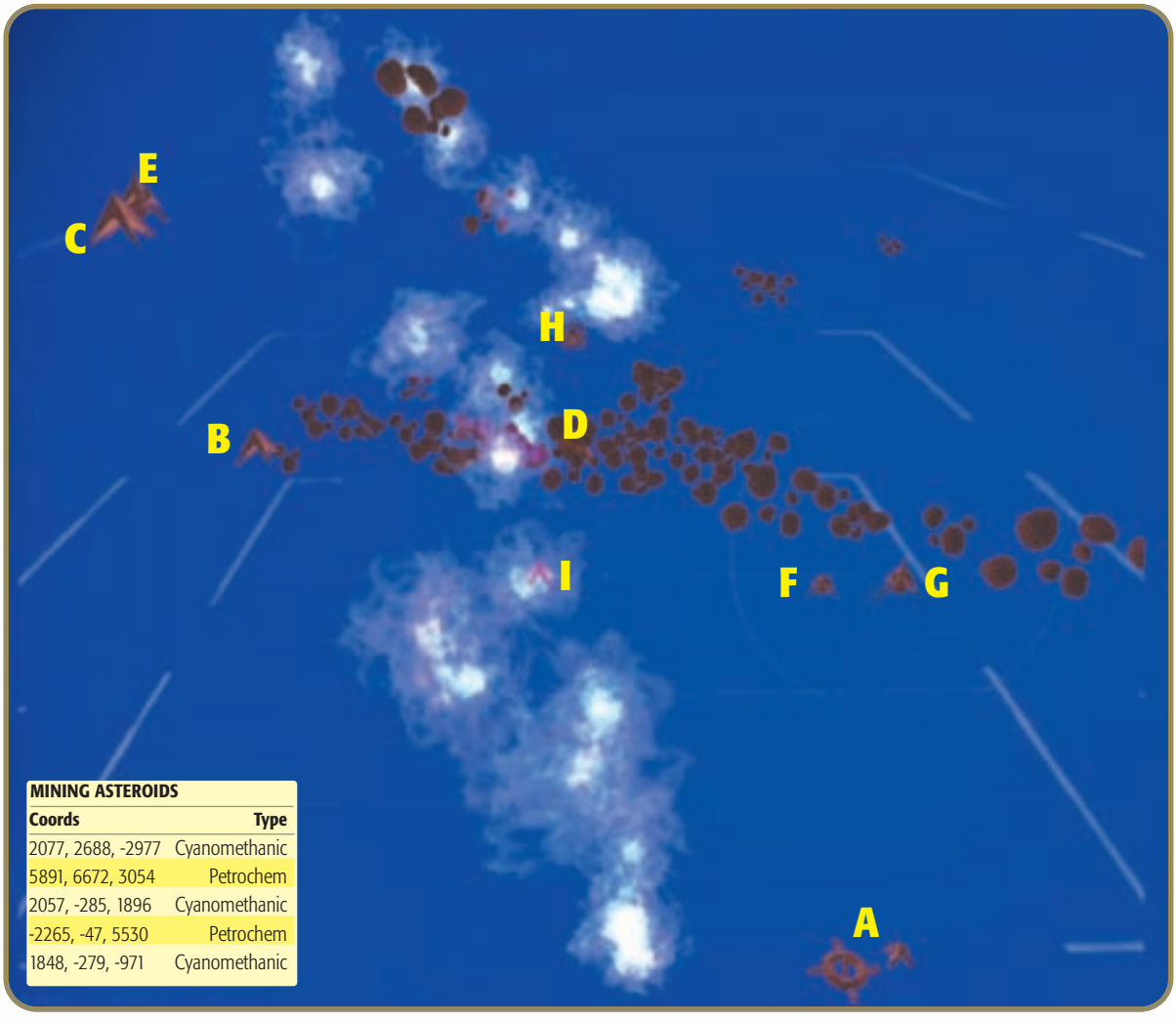
Simply named "Mid-Point," the area serves as a three-way route for the Rebellion. Nym's thugs and the Empire. Unfortunately, Mid-Point is often the best place to witness dogfights and near-death misses.



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YAVIN SYSTEM

The Yavin System consists of a monstrous orange gas giant surrounded by several moons, including the jungle planet of Yavin 4. Far from the Galactic Core and major hyperspace lanes, the system does not appear on many astrogation charts. Formed over 7.5 billion years ago, the system was first surveyed during the Old Republic's Expansion Era, and was originally recorded as unfit for human habitation. However, the ancient Sith eventually colonized Yavin 4. The system later became the site of the Battle of Yavin, during which several brave Rebel pilots destroyed the first Death Star battle station.



MINING ASTEROIDS

Coords	Type
2077, 2688, -2977	Cyanomethanic
5891, 6672, 3054	Petrochem
2057, -285, 1896	Cyanomethanic
-2265, -47, 5530	Petrochem
1848, -279, -971	Cyanomethanic

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A **Yavin 4 Space Station (Station)**
Coordinates (X, Y, Z): -5592, -7070, -5291

Serving the outposts on this hostile jungle planet, the space station will provide emergency repairs to get you on your way, or clear you for landing at any of the outposts on Yavin4.

B **Empire's Station I (Station)**
Coordinates (X, Y, Z): -4190, 1539, 4596

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C **Empire's Station II (Station)**
Coordinates (X, Y, Z): -6798, 4998, 4760

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

D **Empire's Station III (Station)**
Coordinates (X, Y, Z): 85, -342, -57

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

E **Smuggler's Run (Hyperspace)**
Coordinates (X, Y, Z): -962, 4480, 6923

When the Death Star was finally destroyed, news of its defeat spread like wildfire. It brought many visitors, including the Ni'lyahin Smugglers, hoping to scrounge together pieces from the explosion and sell it on the black market. Today, they prosper, fighting their own war against the Empire and their oppression.
Inhabitants: Ni'lyahin Smugglers
Danger Level: Medium

F **Ferrous Aurora (Hyperspace)**
Coordinates (X, Y, Z): 4988, -5979, -6482

Lending the quadrant its name, the Ferrous Aurora nebula extends its welcome in an array of radiant, incandescent colors. It is wise not to be fooled by its beauty as the Ni'lyahin Smugglers have claim it as their own.
Inhabitants: Unknown
Danger Level: Low



G **Crimson Flare (Hyperspace)**
Coordinates (X, Y, Z): -962, -2499, -6143

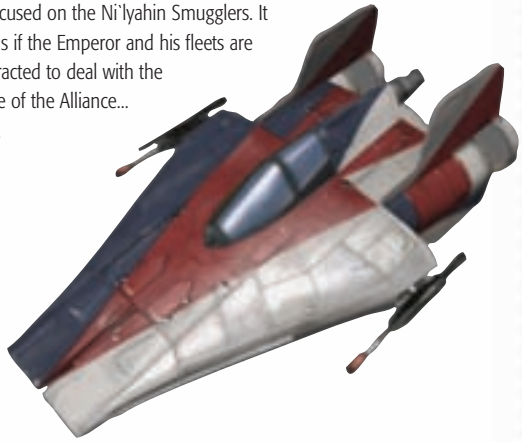
Unfortunately, not much is known about the Crimson Flare quadrant. Traveling through here should be fairly safe, but use caution.
Inhabitants: Unknown
Danger Level: Low

H **Ferrous Aurora (Nebula)**
Coordinates (X, Y, Z): 4712, 644, 44

The Ferrous Aurora Nebula, named by the Ni'lyahin Smugglers, is home to the hostile band of thieves and assassins. Apart from the dazzling colors, the areas surrounding the nebula prove to be dangerous as a war brews just beyond its brink. The nebula's inhabitants originate from Yavin4, having gained space travel later than most and only by stealing technology. Currently, they own half of Yavin4's space quadrants, successfully destroying large parts of the Empire's defenses and holding fast with their own brutal forces.

I **Shadow of the Alliance (Nebula)**
Coordinates (X, Y, Z): -3868, -746, 669

The Shadow of the Alliance provides the Resistance with a cloak of tumultuous energy. Struggling to survive, the Rebels hide in the Shadow of the Alliance nebula in hopes of dodging the attacks launched by the Empire. Thankfully, all of the Empire's efforts seem to be focused on the Ni'lyahin Smugglers. It seems as if the Emperor and his fleets are too distracted to deal with the nuisance of the Alliance... for now.

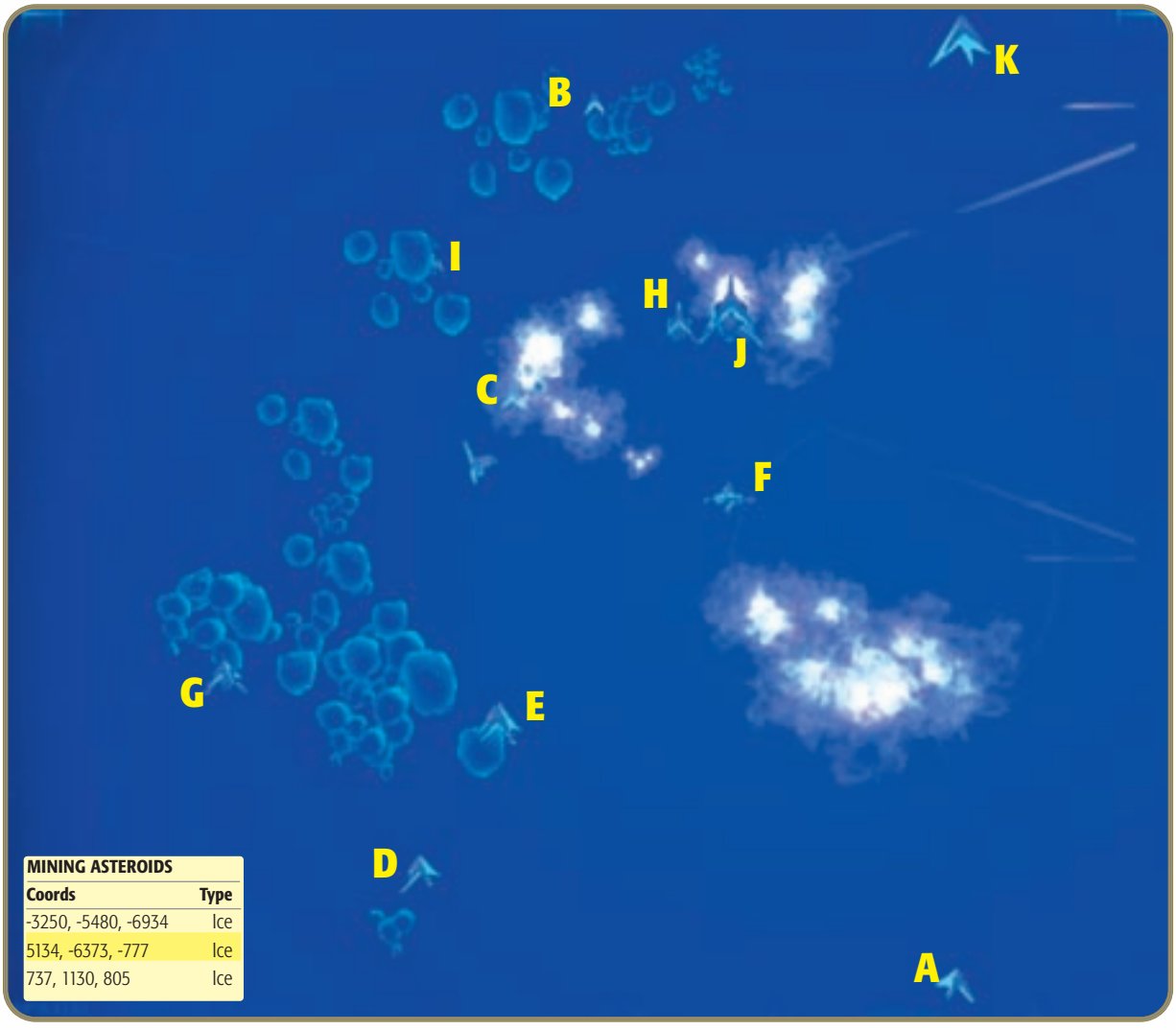


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ENDOR SYSTEM

Located in the Outer Rim territories, Endor is one of nine moons orbiting a silvery gas giant in the Moddell sector. The largest of these nine moons, Endor is known as the "forest moon." It is a lush planet with varied terrain, rivers, and ancient forests, and it is inhabited by the diminutive ewoks and many other creatures. The Endor system is fairly difficult to reach due to the gas giant's massive gravitational shadow.

Because of its seclusion, the Endor system was the perfect location for top-secret Imperial projects. Made famous in the classic trilogy, Endor was the location of the construction of the second Death Star. In the ***Star Wars* Galaxies** time frame, Endor is still remote and unsettled, but it is beginning to garner attention from the Empire as a possible site for further activity.



MINING ASTEROIDS

Coords	Type
-3250, -5480, -6934	Ice
5134, -6373, -777	Ice
737, 1130, 805	Ice

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A **Empire's Station I (Station)**
Coordinates (X, Y, Z): 5773, -6359, 6976

The Imperial forces present in Endor Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

B **Empire's Station II (Station)**
Coordinates (X, Y, Z): -5716, 7198, 2009

The Imperial forces present in Endor Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C **Linear Miasma (POI)**
Coordinates (X, Y, Z): -479, 956, 600

Frequented by the Linear Miasma Scientists, the nebula provides a wealth of information and research for the lone band, belonging to the Endorian Researchers Guild. The scientists prove to be a friendly bunch time and time again despite the presence of the Spice Pirates, the Zynt`aia Spice Guardians, of whom reside nearby.

D **Declorian Territory (POI)**
Coordinates (X, Y, Z): 4091, -5830, -458

Zynt`aia Spice Guardians terrorize the Declorian Territory with a fierce fist. Often times, unless business is mentioned, the Spice Guardians are not open to having visitors.

E **Onyx Beacon (POI)**
Coordinates (X, Y, Z): 6447, -2491, 1042

Home to the Blacklight Pirates, the Onyx Beacon serves as an origin for "seedy" business. Little else is known about the Onyx Beacon as it is jealously guarded by its inhabitants.

F **Endor Space Station (Station)**
Coordinates (X, Y, Z): -5268, -1500, 5209

Serving the Imperial Research Station on Endor, this space station can provide emergency repairs or clear you for landing on the planet.

G **Red Sin Chimaera (Hyperspace)**
Coordinates (X, Y, Z): 639, -3949, -4638

Lurking inside the cover of the Red Sin Chimaera Nebula, the Death Watch wait silently, striking at the last moment in hopes of a successful kill. Most think of them as animals, feasting upon the helpless to survive. Although a fair distance away, the Red Sin Chimaera quadrant entry point can give a traveller a run for his money.
Inhabitants: Death Watch
Danger Level: HIGH

H **Area D-435 (Hyperspace)**
Coordinates (X, Y, Z): -1965, 2326, 3708

Little to nothing is known about the quadrant. It is uncharacteristic and safe for travel. It would be best, however, to keep navigation computers alert for unexpected enemies in the area.
Inhabitants: Unknown
Danger Level: Low

I **Empire's Justice (Hyperspace)**
Coordinates (X, Y, Z): -6929, 3926, -1973

To those not belonging to the Empire's ranks, the Empire's Justice quadrant could be viewed as highly dangerous. Travel here is not recommended unless the traveller is on the best of term's with the Empire.
Inhabitants: The Empire
Danger Level: HIGH

J **Durillium Sea (Hyperspace)**
Coordinates (X, Y, Z): 5737, 2276, 3735

The Durillium Sea is a vast expanse of virtual nothingness. The quadrant is relatively safe for passing travellers and welcomes expansion. Will the Empire seek to claim it?
Inhabitants: Unknown
Danger Level: Low

K **Imperial Claw Station (Deep Space)**
Coordinates (X, Y, Z): 6200, 5000, 6000

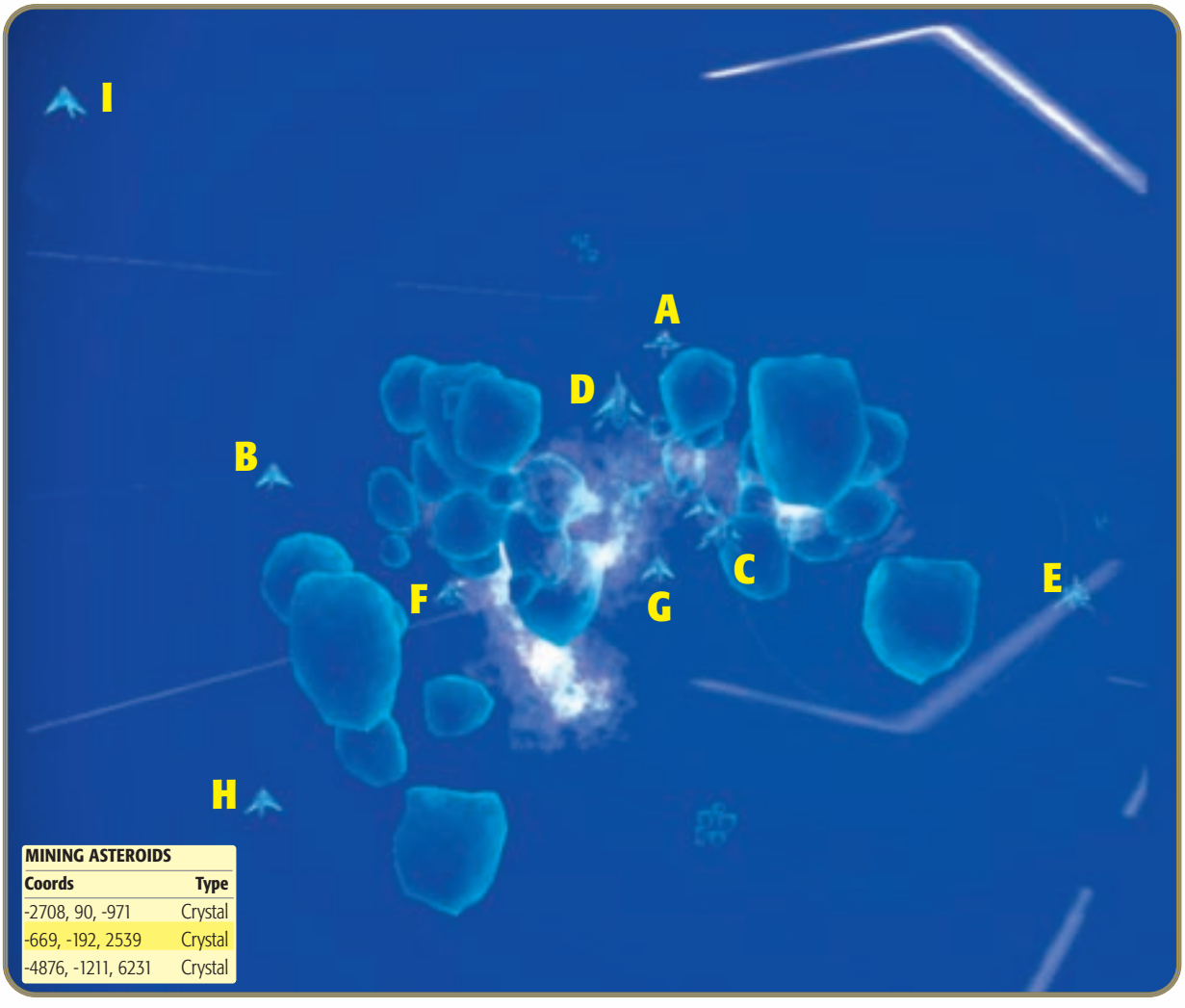
This Imperial Station can grant access to a hyperspace route to deep space. The route is highly classified, however, and the Empire will allow only the most advanced, prestigious pilots to enter Deep Space.



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DATHOMIR SYSTEM

One of the more dangerous systems in the galaxy, the Dathomir system is infamous for its namesake planet, which was once the site of a wretched Imperial prison. Located in the Quelii sector of space, the system is currently under Imperial blockade to prevent the dangerous Force-sensitive Witches of Dathomir from escaping their treacherous homeworld. Despite the Imperial blockade, Dathomir attracts a great deal of attention and the system is often the site of major battles between Alliance and Imperial forces. The system's greatest threat, however, is the notorious Witchblood Clan, a group of mercenaries who prowl the region around Dathomir and attack both Rebels and Imperials indiscriminately.



MINING ASTEROIDS

Coords	Type
-2708, 90, -971	Crystal
-669, -192, 2539	Crystal
-4876, -1211, 6231	Crystal

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A **Dathomir Space Station (Station)**
Coordinates (X, Y, Z): -6880, 2742, -3956

The Station at Dathomir will require Imperial authorization codes before providing emergency repairs or clearing you for landing at any of Dathomir's outposts, but the station is so remote their codes are rarely updated.

B **Last Nav (Deep Space Station)**
Coordinates (X, Y, Z): 4000, 200, -4700

The old Pilot's Guild was once the authority in all matters of space travel, but since it has been disbanded by order of the Emperor, the only space station maintained by former Pilot's guild members is this lone station on the edge of space.

C **Dark Force (Hyperspace)**
Coordinates (X, Y, Z): 869, -374, 2392

Immediate Notice: All access to this Quadrant is prohibited by law of the Empire. Any vessels found in this sector will be destroyed on sight! Repeat: Cease all unauthorized travel to this sector immediately. You will be destroyed on sight!
Inhabitants: Empire
Danger Level: HIGH

D **Empire Blockade (Hyperspace)**
Coordinates (X, Y, Z): 3825,1658,2612

The second quadrant of Dathomir's system is a considerably dangerous one for those not belonging to the Emperor's ranks. Particularly of note, is the Empire's Blockade that makes its way through the area, crushing all those who stand to oppose it.
Inhabitants: The Empire
Danger Level: HIGH

E **Emperor's Hand (Hyperspace)**
Coordinates (X, Y, Z): -6728, -2281, 5916

Named after the Emperor's unavoidable influence, the Emperor's Hand proves to be dangerous to those unwilling to succumb to the Empire's whims. The fourth quadrant stretches far as do the Emperor's tumultuous desires and would be best avoided when making travel plans.
Inhabitants: Unknown
Danger Level: Medium

F **Dathomir's Vitality (Hyperspace)**
Coordinates (X, Y, Z): -1256, -2985, -5971

Fortunately, not many venture close to the Heart of Dathomir and its clerical inhabitants, the Dark Veil Order. Serving their Queen with passionate ferocity, the Dark Veil Order encircle the Heart of Dathomir, hoping to "sacrifice" victims to the nebula's powerful rage. They believe the Heart of Dathomir nebula consumes the essence of these victims, fueling life into the palpitating mass and protecting the Dark Veil Order from infidels. It is wise not to Dathomir's third quadrant under any circumstances.
Inhabitants: Dark Veil Order
Danger Level: HIGH

G **Witch Blood Territory (POI)**
Coordinates (X, Y, Z): -470, -1501, 308

In the heart of the Witch Blood Territory festers a group of skilled assassins and thugs. The Witch Blood Clan chooses their victims carefully and it seems that no one is safe from their well-equipped starships and superior maneuvering skills. Travellers would do well in keeping all computer systems alert when traveling through this territory.

H **Empire's Station II (Station)**
Coordinates (X, Y, Z): 4842, -5316, -4222

The Imperial forces present in Dathomir Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

I **Empire's Station I (Station)**
Coordinates (X, Y, Z): 6092, 6223, -6731

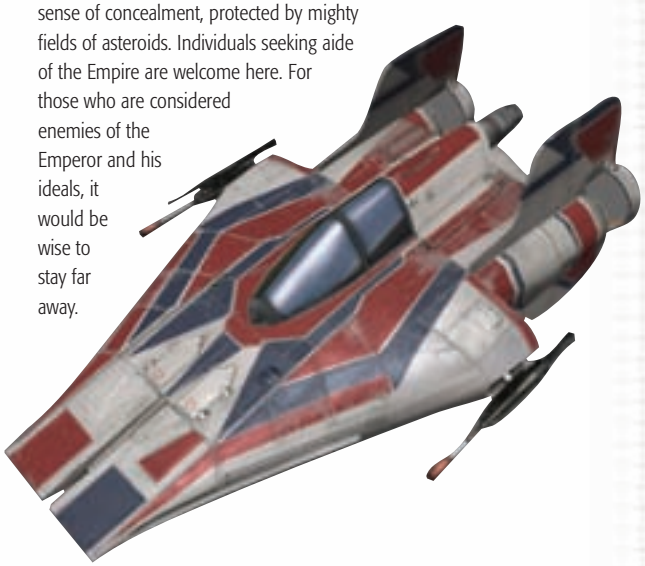
The Imperial forces present in Dathomir Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

J **Heart of Dathomir (Nebula)**
Coordinates (X, Y, Z): -7552, -7424, -7568

The locals call it the "Heart of Dathomir." Even from a distance, the palpitating gasses of the nebula itself seem to have a mind of its own. No one ventures near this infamous, dark cloud. Too many have tried and have never returned. It is rumored that quick-killing assassins swarm within this bloody miasma, waiting for their next victim. Molten rocks, infused with the rage of many lost souls, and red energy spill from the nebula, warning all to steer clear.

K **Dark Force (Nebula)**
Coordinates (X, Y, Z): 401, -154, 1759

Base of its operations, the Empire chose the Dark Force nebula for its sense of concealment, protected by mighty fields of asteroids. Individuals seeking aide of the Empire are welcome here. For those who are considered enemies of the Emperor and his ideals, it would be wise to stay far away.

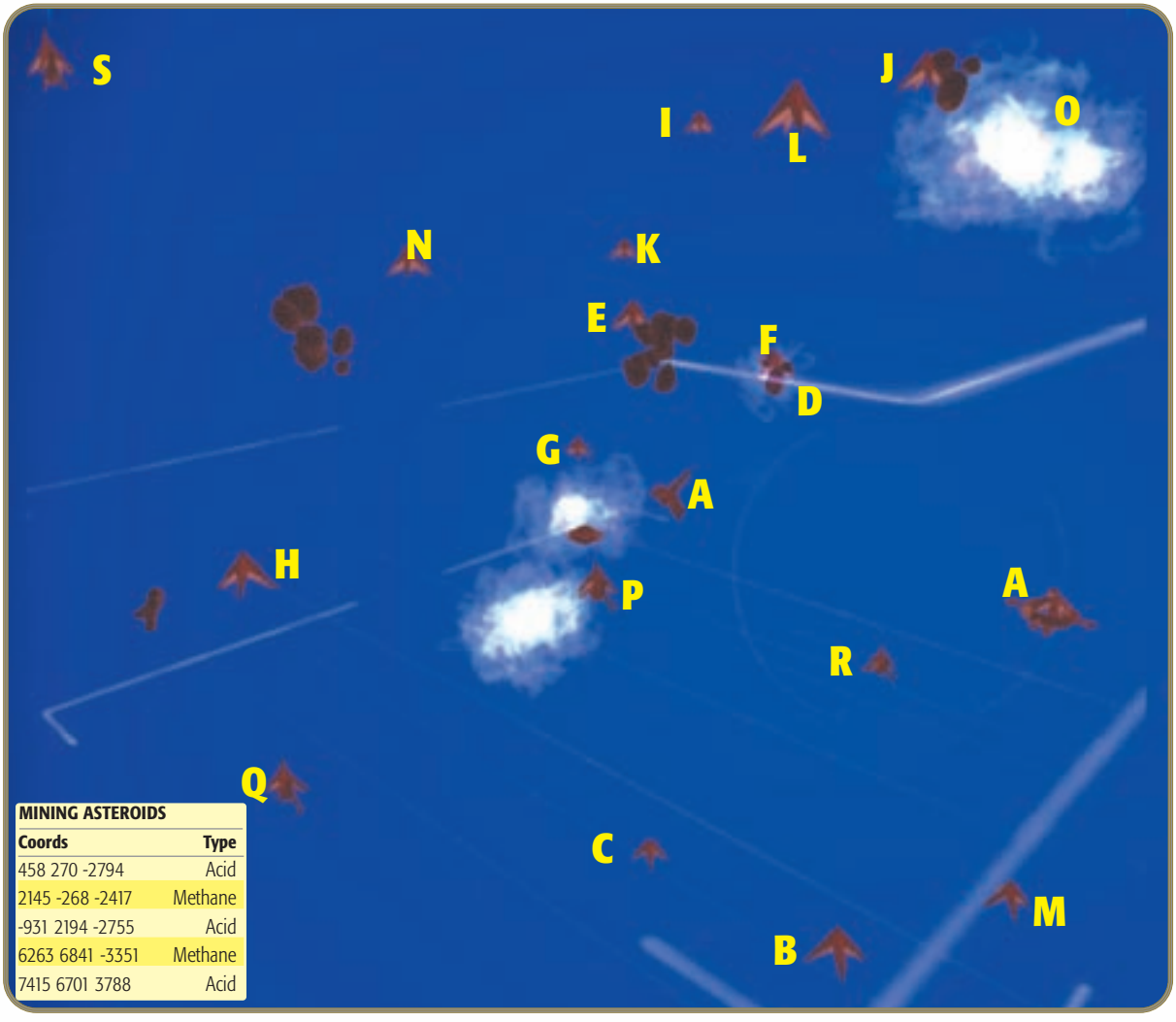


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DANTOOINE SYSTEM

For centuries this tranquil system has been far removed from the fever pitch of modern galactic life. But now the war has come, and everything has changed. On the surface, tucked between burned blba trees lies the empty shell of a Rebel base, abandoned in desperation. High above the planet drifts the horrid destruction of an Alliance space outpost, ringed with debris, telling the dreadful tale of fallen starfighter pilots.

With a simple agreement with the Galactic Empire (and the modicum of protection that it provides), a group of Aii'tkian Anthropologists study 'Area D-502' to collect rare starship equipment that hints of an ancient, space-faring species. These anthropologists have allied with merchants and junk dealers to protect themselves against the evil Zel'iphian Slave Traders – who 'trade' their hapless victims to remote mining operations and vicious criminal warlords.



MINING ASTEROIDS

Coords	Type
458 270 -2794	Acid
2145 -268 -2417	Methane
-931 2194 -2755	Acid
6263 6841 -3351	Methane
7415 6701 3788	Acid

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A **Dantooine Space Station (Station)**
Coordinates (X, Y, Z): 1359, -742, -5902

Dantooine is a remote planet with a small primitive native population. This space station can provide emergency repairs for a service, or clear you for landing at any of Dantooine's outposts.

B **Deep Space (Station)**
Coordinates (X, Y, Z): -4200, -3000, -6000

The Rebel Alliance has discovered a hyperspace route to an area of Deep Space. Only the most skillful and prestigious pilots can be trusted with the knowledge that the Rebel Alliance has constructed a base in Deep Space.

C **Blacklight Territory (POI)**
Coordinates (X, Y, Z): -146, -7364, 35

This is as dangerous a region of space as any, with the asteroids providing cover for the pirates and criminals seeking to escape Imperial Justice.

D **Area D-7s1 (POI)**
Coordinates (X, Y, Z): 1794, 1848, -832

Native to Area D-7s1 are droid scavengers, the Detritus Satellites. For the most part, the Detritus Satellites keep to themselves, building their makeshift outpost with old scraps collected from the nearby junk field. Electrical currents power the outpost and provide fellow droids with repairs and shelter.

E **Wall of Dantooine (POI)**
Coordinates (X, Y, Z): -810, 2848, 125

Stretching as far as the eye can see, the Wall of Dantooine is a necessary landmark to any roving traveller. Local miners speculate the obsidian asteroids may be worth a pretty credit or two.

F **Legacy YT Indigo Blue (POI)**
Coordinates (X, Y, Z): 1794, 1848, -832

The Rebel Alliance invested their pride into their oldest surviving space station, the Legacy YT Indigo Blue. However, the pride soon turned into horror as the Empire dared to move into Dantooine's native space and "remove" all who opposed them. Their first target: the Legacy YT Indigo Blue. Crushing the Rebellions origin in Dantooine space, they soon turned to other targets, breaking and converting them or out-right eliminating the "rebel sympathizers." All that is left are the remnants of the Legacy YT Indigo Blue, a spot which has become the center-point of Dantooine's traffic."

G **Ith'ril Eventide (POI)**
Coordinates (X, Y, Z): 4446, -1463, 6485

Area D-504 was immediately changed to "Ith'ril Eventide" when he himself, Ith'ril Eventide, leader of the Zel`iphian Slave Traders, came into power. It is wise not to travel to Area D-504 unless under dire circumstances … or business. It has been made apparent that the Zel`iphian Slave Traders do not appreciate visitors.

H **Area D-502 (POI)**
Coordinates (X, Y, Z): -7483, 637, 92

Area D-502 serves as Dantooine's "safest" territories. Home to the D-502 Aii`tkian Anthropologists and the O.S.S. D-502 Junk Guild, one can travel here and expect to be left alone. Both the Junk Dealers and the Anthropologists are friendly and never hesitate to lend a helpful hand.

I **Sserician Eclipse (POI)**
Coordinates (X, Y, Z): 6468, 5916, 4652

Valarian thugs plague the Sserician Eclipse with undaunted ferocity, daring even the Empire to react. It is common to see dogfights brewing among the Empire and Valarians with the remnants of a Rebel Station in the midst. As Dantooine's more dangerous territories, the Sserician Eclipse is an area to be feared and avoided.

J **Ebon Essentia (POI)**
Coordinates (X, Y, Z): 1089, 6132, -3260

Ebon Essentia, also known as Area E-2, is consumed in a war between the Force Assassins and the Warrens Assault Squad. It is unknown why the two factions continue to war against each other or why it all started. Unless heavily-armed, it is imperative that travellers avoid Area E-2 as decreed by Imperial Law. The Empire chooses to look the other way, it seems, and locals are beginning to wonder why.

K **Alliance Station I (Station)**
Coordinates (X, Y, Z): 5522, 3202, 5997

The Rebel forces present in Dantooine Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

L **Alliance Station II (Station)**
Coordinates (X, Y, Z): -3979, 5432, -4565

The Rebel forces present in Dantooine Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

M **Empire's Station I (Station)**
Coordinates (X, Y, Z): 178, -4785, -6402

The Imperial forces present in Dantooine Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

N **Empire's Station II (Station)**
Coordinates (X, Y, Z): -2629, 3585, 3269

The Imperial forces present in Dantooine Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

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DANTOOINE (cont.)

O Dantooine's Second Star (POI)
Coordinates (X, Y, Z): 6707, 5439, -2720

Nestled in the Ferionic Nebula, the iron planetoid, nicknamed "Dantooine's Second Star," is home to the Velocity Mercenaries. Little is known about this small band of thugs. Mostly, they kept to themselves.. until the Empire moved into the area. Now, the Velocity Mercenaries launch continuous attacks against the Empire, hoping to drive them out of Area Ferionic 7-IK.

P Dantoone's Wrath (Hyperspace)
Coordinates (X, Y, Z): -1454, -1390, 246

The first quadrant of Dantooine, fondly nicknamed "Dantooine's Wrath," is a pit-stop between a sarlacc pit and being trampled on by a Gorax. It is highly recommended that one stay away from the first quadrant unless absolutely necessary. Dantooine's Wrath is laden with fierce Hutt gun-ships and merciless Valarian thugs.
Inhabitants: Hutts, Valarians, the Empire
Danger Level: HIGH

Q Asair's Ribbon (Hyperspace)
Coordinates (X, Y, Z): -6334, -3736, 2155

An uncharted territory in Dantooine's System. The Empire hopes to secure this quadrant within the year's end.
Inhabitants: Unknown
Danger Level: Low

R Isryn's Veil (Hyperspace)
Coordinates (X, Y, Z): 6633, -5456, -1009

Mystery shrouds the third quadrant of Dantooine's System and provides history enthusiasts with little information of the founders of Isryn's Veil. For now, it is safe to travel here. Incidentally, the Empire's eyes may have turned to the Veil as a target of expansion efforts.. Will they succeed?
Inhabitants: Unknown
Danger Level: Low

S Gorvera Space (Hyperspace)
Coordinates (X, Y, Z): -6411, 6431, 6426

Relatively safe, the Gorvera Space quadrant welcomes travellers, providing a scenic view of Dantooine's System. Little else is known about Dantooine's fourth quadrant.
Inhabitants: Unknown
Danger Level: Low

SPACE FACTIONS

PvE

AI-controlled starships do not pay attention to your ground-game faction status (whether overt or covert). Instead:

Imperial Pilots are considered to be Imperials.

Rebel Pilots are considered to be Rebels.

Privateer Pilots are one of the following:

Hutt, if working on Tiers 1, 3 or 4 of the Tatooine (Smuggler's Alliance) Privateer track

Valarian, if working on Tier 2 of the Tatooine track

CorSec if working on the Corellia Privateer track

RSF if working on the Naboo Privateer track

Different ships react to these different factions in different ways. For example, an NPC TIE-Fighter will attack a Rebel player on sight. It will defend Imperial players that it sees attacked, and it will ignore the other "space factions" (unless they shoot at it, in which case it will defend itself). On the other hand, an aggressive NPC Hutt Pirate might attack any player that it sees except for players it considers to be "Hutt."

PvP

PvP in space only covers actual player-versus-player combat (as opposed to the ground game, where NPCs follow the PvP rules, too).

NORMAL SPACE ZONES

All zones except Kessel and Deep Space are "normal space zones."

Only overt players may attack other, enemy overt players.

If you are not overt, then you cannot attack nor can you be attacked by other players.

If you are an Overt Rebel, then you may attack and be attacked by Overt Imperials.

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If you are an Overt Imperial, then you may attack and be attacked by Overt Rebels.

SPECIAL PVP ZONES

Both PvP zones allow for player-versus-player combat. Deep Space and Kessel are high-end PvP zones with the largest, deadliest starships and space stations to be found.

KESSEL

Kessel does not use the ground game PvP faction declarations: It uses the PvE rules (above) to determine which "space faction" you belong to.

Kessel is an "open PvP" zone. Any player may go there, and may attack players that are not the same PvE "space faction" as themselves.

Therefore the "teams" in this zone are:

- **Imperials.** All of the Imperial Pilots, one of the two primary teams.
- **Rebels.** All of the Rebel Alliance Pilots, the other primary team.
- **Valarian.** A very small team of Privateer pilots currently working through the Tier-2 Tatooine track.
- **Hutt.** The Privateer pilots working through any other tier of the Tatooine track.
- **CorSec.** Privateer pilots working through the Corellia track.
- **RSF.** Privateer pilots, through the Naboo track.

A number of NPC ships in the Kessel zone are either loot-heavy Rebel ships or loot-heavy Imperial ships Imperial Pilot players may attack the Rebel ships, and Rebel Pilot players may attack the Imperial ships. Which types of loot-heavy ships appear is determined by current status of the Deep Space zone.

KESSEL MINING ASTEROIDS

Coords	Type
2308, -3730, -3402	Diamond
-624, -3034, 4713	Diamond
2726, 2291, 1981	Diamond

Players of other factions (Hutt, Valarian, CorSec or RSF) may attack either of these special loot-heavy ships. Master Privateer pilots will have consistent, unfettered access to Kessel and the dangers it has to offer. For all participants, it is a full-on PvP zone. The rewards are definitely worth it, though. Regardless of the outcome in Deep Space, there are plenty of exclusive high-end loot drops spawned for Privateer pilots in Kessel.

DEEP SPACE / UNKNOWN REGIONS

The Deep Space Zone is a Rebel versus Imperial "battlefield" zone. Privateer Pilots entering the system must choose a side before entering.

Rebel and Imperial prestige points are required for Rebel and Imperial players to jump into the Deep Space zone. These Prestige points are traded at NPC Space Stations for temporary access to hyperspace points within the restricted Deep Space zone.

To access Deep Space, there are three space stations: one Rebel, one Privateer and one Imperial station. The stations verify your experience points, assign you to a 'side' of the battle, and automatically transport you to the space zone when you are ready to fight. Privateer pilots can enter Deep Space in exchange for Privateer Prestige points. Plus, Privateers can be assigned to either Rebel or Imperial 'sides.' Rebel and Imperial pilots are automatically assigned to their proper factional side. This means that if you are an Imperial pilot, you will always be assigned to help the Imperial side in Deep Space. Each active side has their own entry point in the zone. Privateers will enter at the side they choose.

Players fighting for the Imperial side may attack players fighting for the Rebel side, and vice versa.

The outcome of the battle in this zone will "push the losers" into the Kessel zone. Which is to say, if the Rebels win here, then loot-heavy Imperial ships will appear in Kessel. If the Imperials win here, then loot-heavy Rebel ships will appear in Kessel.

Deep Space is a "closed PvP" zone. Only Master Pilots are allowed to enter. No is allowed to enter as a neutral (Privateers will either be fighting for the Empire or fighting for the Rebel Alliance here).

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GETTING AROUND IN SPACE

The interstellar travel system in ***Star Wars* Galaxies** has three components: the hyperspace map, launch terminals and utility space stations. Each of these components offers a different set of available travel options.

HYPERSPACE MAP

Your hyperspace map can be used when piloting a starship. It shows a list of potential hyperspace points. Selecting one of these points will start the hyperspace sequence and will teleport your ship to that location.

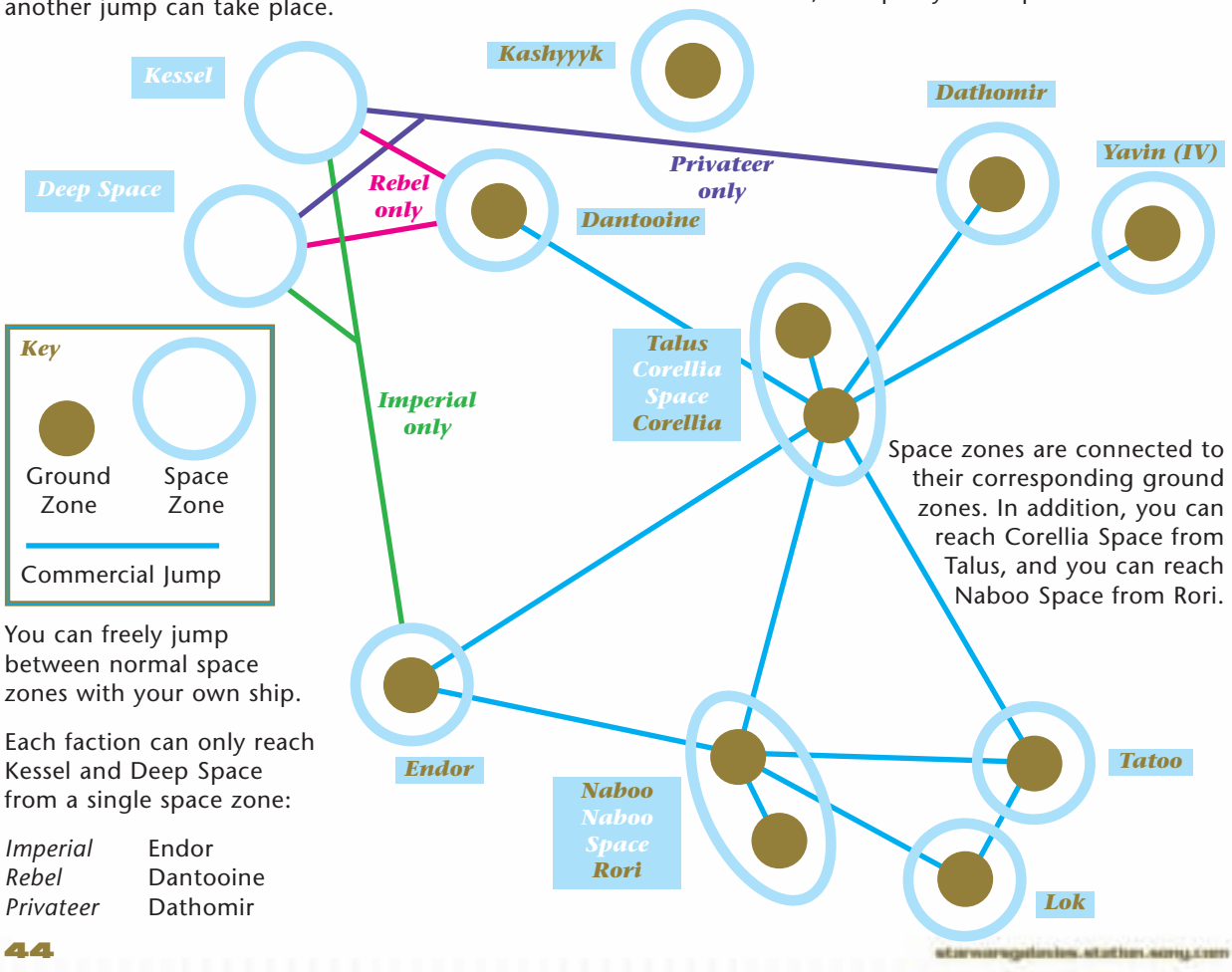
Not all hyperspace points will be available when you begin playing. Some can be only be reached (for example) by completing missions. After hyperspacing, a ship's engines must recharge before another jump can take place.

LAUNCH TERMINALS

Launch terminals allow you to manage components, select active starships, and launch into space. All terminals within a city region will launch to the same launch point. Launch points are typically located near existing space stations and hyperspace points.

UTILITY SPACE STATIONS

These stations are used as repair depots, respawn locations, and landing access points. Target the station and open a comm channel by using the /comm. command or a button on the UI. From here you can select a set of landing locations associated with this station, or repair your ship.



Space zones are connected to their corresponding ground zones. In addition, you can reach Corellia Space from Talus, and you can reach Naboo Space from Rori.

You can freely jump between normal space zones with your own ship.

Each faction can only reach Kessel and Deep Space from a single space zone:

Imperial	Endor
Rebel	Dantooine
Privateer	Dathomir

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PLANETS



THE KNOWN GALAXY

***Star Wars* Galaxies** has 11 planets that you can visit—provided that you can build up the credits necessary for such a grand tour. Some are large, bustling balls of rock and dirt filled with cities and people. Others are desolate and barren moons with only raw materials and an outpost or two to attract the tourists.

TIP

Yavin 4, Lok, Endor, Dathomir, and Dantooine are all rough areas. The creatures are more deadly and the outposts are hardly bigger than a large camp. However, there are a lot of resources on these raw planets. Tough creatures and lots of resources make them adventurous places to be.

When you first create a character you choose from only five planets: Tatooine, Naboo, Corellia, Rori, and Talus. Later, as you build up skills and money, you can visit Yavin 4, Lok, Endor, Dathomir, Dantooine, and Kashyyyk. Kashyyyk is not on a commercial line, so you have to pilot a private ship to get there.

While levels of sophistication on each of the 11 planets are different, there are always a few amenities and some useful NPCs. These chapters give you the basic information you need to navigate around the available planets.

TRAVEL

An earlier chapter covered the details of travel. However, you may have to make two or more trips to reach your final destination. For instance, you can't travel directly from Rori to Lok.

STARPORT SPACE ROUTES

DEPARTING FROM	POSSIBLE DESTINATIONS
Corellia	Talus, Dantooine, Dathomir, Endor, Naboo, Tatooine, Yavin 4
Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia, Naboo
Lok	Naboo, Tatooine
Naboo	Rori, Endor, Lok, Corellia, Tatooine
Rori	Naboo
Talus	Corellia
Tatooine	Corellia, Naboo, Lok
Yavin 4	Corellia

CITY MAPS

This chapter has maps for certain cities on the various planets. Marked on those maps are the locations of the trainers and important buildings.

Many of the planets also have smaller townships and villages. Imperial bases, forts, and small clusters of buildings are ranged about the wilderness, waiting for you to find them.

Each map in this guide has letters denoting the position of the important buildings and numbers denoting the trainers. Match those to the tables under each map to find out what trainer or building is marked. **All space trainers are marked in yellow.**

NOTE

Some trainers are inside buildings. If you're looking for a set of coordinates and can't seem to get close enough, duck into the nearest structure and check inside.

For those towns for which we don't have maps, we've listed coordinates for the available trainers and major buildings. You can also access your in-game city map with Ctrl M.

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PLAYER CITIES

With the addition of the Politician career path, players are now able to set up their own militia and place structures in cities. To become a Politician, all you need to do is find the capitol building on your planet with 500 hard-earned apprentice experience points. Once you set up a City Hall and find ten people to become citizens, you can register on the planetary map and be well on your way to becoming a new presence on the planet. To become a citizen, a player must own a house that falls within the city limits.

The advantages of player cities are numerous, but probably the biggest advantage is the ability to implement city specializations. The skills along the Politician track provide a number of boosts for city life, including percent bonus boosts on various activities, the ability to levy taxes, and the right to set up an armed force and allow or deny access to specific players.

For a complete list of current player cities, see:

http://www.swgcenter.com/info/playercities.asp

STRUCTURES

Architects can construct certain types of city buildings, including cantinas, banks, gardens, hospitals and theaters.

Other types of structures in player cities can only be placed by the mayor of the city (put in place via general election). These include banks, cloning facilities, shuttleports, city garages, and gardens of all types. When mission terminals can be placed (*Civic Policy I*), skill trainers soon follow (*Civic Policy II*)– making player cities viable spots for skill training.

What structures can be placed depend on the city's rank, which is in turn determined by the city's player population (the number of players who declare it their residence). The larger the population, the larger the city's "radius." As long as the building falls inside the city limits (radius), it can be placed. As a city's population and ranking increase, the city's radius grows larger.

CITY RANKS FOR STRUCTURE AVAILABILITY

RANK	RADIUS	POPULATION	NAME
1	150m	10	Outpost
2	200m	20	Village
3	300m	35	Township
4	400m	55	City
5	450m	85	Metropolis

Finally, certain professions have the ability to place their own structures:

Cantina	*Master Chef* *Master Musician* *Master Dancer*
Theater	*Master Dancer* *Master Musician*
Hospital	*Master Doctor* *Master Combat Medic*
Merchant Tent	*Entrepreneur Merchant*

Most of the civic structures are dependent on the city's condition and can only exist as long as they reside in the city limits. If the population later shrinks, the city's radius becomes smaller, and what was once a shiny new building placed in town becomes a pile of rubble on the outskirts of the city.

Finally, a building's owner can set permissions for the building and allow (or disallow) only certain individuals.

GOVERNMENT

A player city gets initiated when a Politician buys a charter and places the Town Hall. When the Politician places the City Hall, it can be placed on Tatooine, Naboo, Corellia, Talus, Rori, Dantooine or Lok (determined by the deed type). At that point, the player becomes the mayor, and other players can place houses and businesses within city limits. The mayor can also put down parks, gardens, fountains and other structures. This building spree is funded by the Treasury, which in turn benefits from property taxes, shuttleport fees, and money from players. Once a city is crafted, Architects can build buildings, which in turn can be placed by Politicians.

The initial mayor does not remain in power, however, any Politician (Novice or higher) can run for office on any given week. Every week, all citizens can visit the city voting terminal in the City Hall and cast a ballot for a new mayor. It's pretty simple – whoever has the

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most votes wins! Any citizen who does not vote ends up casting a vote for the incumbent mayor. The winning Politician assumes all mayoral responsibilities during his or her term, and both the old and new mayors are notified of the election results.

The mayor runs the city through the City Management Terminal, accessible from within the City Hall:

Change City Name	Lets the mayor alter the name
Citizen Report	Displays a report on the citizens
City Specialization	Allows the mayor to choose a specialization for the city (for a specific cost).
City Status	Shows current ranking / status
Manage Militia	Allows a mayor with the proper skill to populate a militia (army).
Manage Taxes	Allows a mayor to control the city's tax rates.
Register / Unregister	Allows a mayor with the proper skill level to register the city and its structures on the planetary map.
Structure Report	Lists all structures that have been built in the city
Treasury Report	Shows the contents of the Treasury

HOUSES

When a player decides to settle in a city, he or she can use their house deed to get a house anywhere. Then, the player must get the deed approved by the current mayor, although certain members of the militia can take on those duties. Finally, the house must be placed on the required number of lots, away from trees and other buildings.

As a player, you can place your house within a city's limits, as long as you have been granted zoning rights. Otherwise, you'll be forced to venture out several hundred meters and build your residence. Even a Novice Politician can grant you the right to place a structure, although you must do so within 24 hours of getting that right.

Houses are relatively easy to manage — you pay a maintenance fee (a daily rate), you can make it public or private, and for private houses, you can set up entry lists for other players. If you need help managing your mansion, you can even set up other administrative-level players who can perform these duties in your absence.



Structure Management



Structure Permissions

You manage your house using a terminal, placed somewhere just inside the residence. There, you can name your house, prepay the maintenance fees, and control privileges for other users. You can simply grant people entry access, or you can also make them administrators. ***NOTE: Players don't have to be online for you to add them to the list of people with "keys."***

Another nice bonus to being in a house is the ability to talk freely without being overheard (and having a place to drop your stuff in between your dangerous and lucrative journeys). Architects can also craft a number of items to make your house feel more like a comfortable home.

Finally, Novice Merchants can use the house management terminal to create vendors and then open the house to the public to create a store. (But, don't forget to pay maintenance on the vendor so you can start earning Merchant experience.)

MILITARY

Martial Policy I: Militia gives the Politician the right to form a militia by using the City Management Terminal. Players who join the militia are then extended the right to use **/cityban**, **/citypardon** and **/grantzoningrights** commands.

When a Politician attains *Martial Policy III: Stronghold*, and the city is specialized as a stronghold, members of his or her militia gain a 50-point bonus for each defensive roll. *Martial Policy IV:* provides the ability to place faction-specific mission terminals. Eager players often step forward to join the policing ranks in order to gain these rights and abilities.

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TAXES

Like most cities, player-run cities have taxes that go toward paying city maintenance fees. They are collected weekly in various forms.

- Property taxes (for people who own structures)
- Citizen taxes (e-payments from bank accounts for all citizens)
- Travel taxes (for shuttleport users)
- Sales taxes (for merchant-sold goods)

If a city goes broke, buildings start decaying. If tax money is short, structures will slowly disintegrate one by one, until the last one (always City Hall, since its taxes are paid first) falls.

CITY SPECIALIZATIONS

Any mayor who administrates a city can unlock additional abilities for a city as the mayor increases his or her Politician skills. A "specialization" is a particular modifier that affects certain activities within the city — but like anything else, the skills come at a price. The benefit to this is that players can gain additional boosts (which encourages population growth). A drawback is that the specialization increases the weekly maintenance cost for the entire city. But then again, since players benefit from it, the long-term benefits can outweigh the costs.

The following city specializations can help attract players of a specific type. A city can only specialize in one thing at a time, but can change the specialization as long as a week has passed. Specialization types range from medical/entertainment healing centers to industrial societies, strongholds, cloning centers, manufacturing centers, entertainment districts, and more.

CITY SPECIALIZATIONS

Specialization	Skill	Cost/Week	Benefit
Research Center	Fiscal Policy IV: Research	50,000	15% boost on success chance for experimentation
Sample Rich	Civic Policy IV: Job Policies	70,000	20% size bonus and 10% extraction boost for surveying
Clone Lab	Martial Policy II: Cloning	80,000	20% reduction in cost of cloning insurance
Entertainment District	Civic Policy III: Medical Policies	80,000	10% boost in Medicine Healing or Entertainment Healing
Improved Job Market	Civic Policy IV: Job Policies	80,000	Missions give a 20% increase in rewards
Manufacturing Center	Fiscal Policy III: Industry	100,000	10% boost on success chance for prototype assembly
Stronghold	Martial Policy II: Stronghold	150,000	Militia members receive a 50-point bonus to all defense rolls against players.
Scientific Society	Master Politician	175,000	Grants additional bonuses for a Medical Center and Entertainment District
Industrial Society	Master Politician	200,000	Grants additional bonuses to Manufacturing and Research Centers

HOUSE LOTS & STORAGE

House Type	# Lots	Max. Storage
Small House	2	200
Small House (Naboo)	1	100
Medium House	2	200
Large House	5	400
Guild Hall	5	400

CIVIC TAX RATE

Civic Building Type	Cost
City Hall	1
Bank	4
Cantina	-
Cloning Facility	3
Hospital	-
Theater	-
Shuttleport	2
Small Garden	5
Medium Garden	3
Large Garden	6
Garage	3

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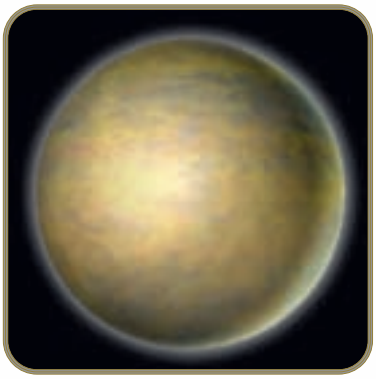
STRUCTURE STATS

Structure	Required City Rank	Redeed Cost	Maint. Cost/Wk	Decay Rate	Condition	Nameable	Power	Skill Mod	Command
Player House, Small	-	800	2,688	3	4320	Yes	-	-	
Player House, Medium	-	1,700	5,712	4	5760	Yes	-	-	
Player House, Large	-	2,500	8,400	5	7200	Yes	-	-	
Factory	-	2,500	8,400	6	1000	-	50	-	
Power Generator	-	3,000	10,080	6	1000	-	-	-	
Mining, Harvestor (Style 1)	-	1,500	5,040	6	1000	-	25	-	
Mining, Harvestor (Style 2)	-	3,000	10,080	6	1000	-	50	-	
Mining, Harvestor (Style 3)	-	4,500	15,120	6	1000	-	75	-	
Mining, Small Ore Harvestor	-	1,500	5,040	6	1000	-	25	20	
Mining, Medium Ore Harvestor	-	3,000	10,080	6	1000	-	50	-	
Mining, Heavy Ore Harvestor	-	4,500	15,120	6	1000	-	75	10	
Farm, Organic Creature	-	2,500	8,400	6	1000	-	50	-	
Farm, Small Organic Flora	-	1,500	5,040	6	1000	-	25	-	
Farm, Medium Organic Flora	-	3,000	10,080	6	1000	-	50	-	
Farm, Large Organic Flora	-	4,500	15,120	6	1000	-	75	-	
Guild Hall, Corellia	-	5,000	16,800	5	1000	Yes	-	-	
Guild Hall, Generic	-	5,000	16,800	5	7200	Yes	-	-	
Guild Hall, Naboo	-	5,000	16,800	5	7200	Yes	-	-	
Guild Hall, Tatooine	-	5,000	16,800	5	7200	Yes	-	-	
Turret Block, Large	-	3,000	10,080	6	-		-	-	
Turret Block, Medium	-	2,000	6,720	6	-		-	-	
Turret Block, Small	-	1,000	3,360	6	-		-	-	
Covert Detector	-	1,500	5,040	6	10000	-	-	-	
Turret Block, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Block, Medium	-	2,000	6,720	6	200000	-	-	-	
Turret Block, Small	-	1,000	3,360	6	75000	-	-	-	
Turret Dish, Small	-	1,000	3,360	6	75000	-	-	-	
Turret Dish, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Tower, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Tower, Medium	-	2,000	6,720	6	200000	-	-	-	
Turret Tower, Small	-	1,000	3,360	6	75000	-	-	-	
Rebel/Imperial HQ Turret, Style 1	-	5,000	16,800	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 2	-	10,000	33,600	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 3	-	15,000	50,400	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 4	-	20,000	67,200	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 5	-	25,000	84,000	200	100000	Yes	-	-	
Player Merchant Tent	-	600	2,016	3	4320	Yes	-	100	Place merchant tent
City Hall	-	-	-	-	1000	Yes	-	100	Place City Hall
Bank	2	-	-	-	1000	Yes	-	100	Place bank
Cantina	2	2,500	8,400	5	7200	Yes	-	100	Place cantina
Cloning Facility	3	-	-	-	1000	Yes	-	100	Place cloning
Hospital	3	2,500	8,400	5	7200	Yes	-	100	Place hospital
Theater	4	2,500	8,400	5	7200	Yes	-	100	Place theater
Shuttleport	4	-	-	-	1000	Yes	-	100	Place shuttleport
Large Garden	3	-	-	-	1000	Yes	-	100	Place large garden
Medium Garden	2	-	-	-	1000	Yes	-	100	Place medium garden
Small Garden	1	-	-	-	1000	Yes	-	100	Place small garden
Garage	2	-	-	-	1000	-	-	100	Place garage

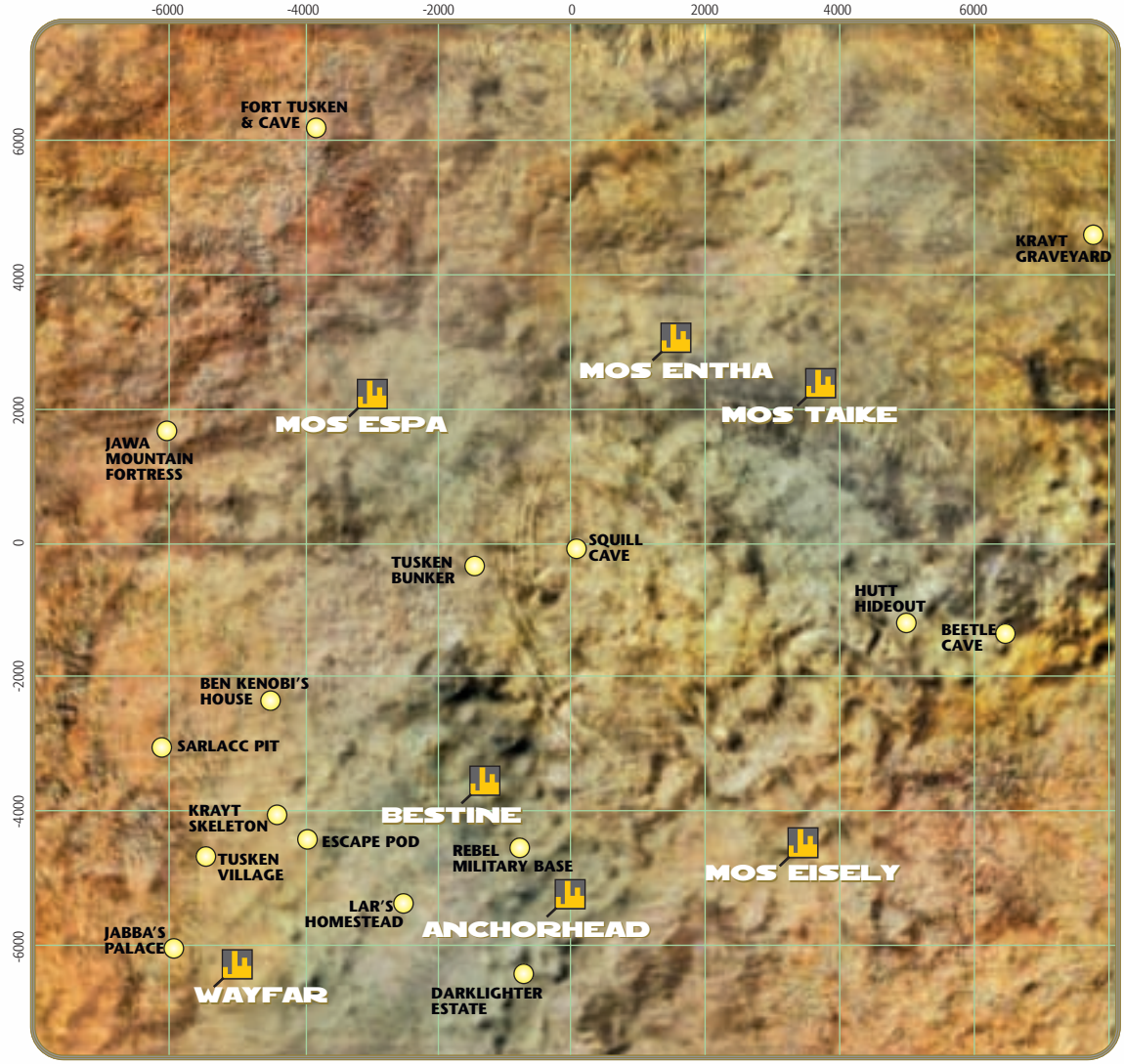
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TATOOINE

A harsh desert world, Tatooine orbits twin suns in the galaxy's Outer Rim. The planet's terrain includes tall mesas, deep canyons, and the expansive Dune Sea.



Tatooine is far from the center of the galaxy, but it occupies a strategic location at the nexus of several hyperspace routes. As a result, it has become a way station for merchants, explorers, and others traveling the Outer Rim. Tatooine has also been the site of many orbital battles between rival gangsters and smugglers, and its surface is littered with ancient starship wrecks, most of which have long since been scavenged by native Jawas or buried by the fierce sandstorms.



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Much of Tatooine is inhospitable wasteland. However, unique wind patterns and atmospheric concentrations have made a small area of the planet livable. Most life-forms and settlements can be found in this "temperate zone."

Tatooine's native species include the diminutive, chattering Jawas and the terrifying Sand People. A host of dangerous creatures, including the dreaded krayt dragon, also inhabit Tatooine's wastes and pose a threat to any traveler.

Generally considered a lawless world, much of Tatooine is ruled by immoral crime lords, including Jabba the Hutt. Cities like Mos Eisely are criminal havens, attracting smugglers, thieves, and mercenaries from throughout the galaxy. Hardworking settlers are typically confined to moisture farms located throughout the temperate zone. The Empire has taken control of Bestine, converting it into one of the most prominent Imperial outposts in the Outer Rim, and maintains garrisons in many other Tatooine cities. The Rebel Alliance has few full-fledged operatives on Tatooine, but many smugglers and other shady figures are sympathetic to the Rebellion's cause.

TATOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Beetle Cave (east)	6522, -1350
Ben Kenobi's House	-4512, -2270
Darklighter Estate	-718, -6683
Escape Pod	-3931, -4397
Fort Tusken	-3980, 6311
Fort Tusken Cave	-3960, 6233
Hutt Hideout (cave, southeast)	5121, 647
Jabba's Palace	-5856, -6183
Tatooine Privateer Pilot 3 Trainer	-5985, -6301
Jawa Mountain Fortress	-6141, 1854
Krayt Graveyard	6839, 4320
Krayt Skeleton	-4632, -4346
Lar's Homestead	-2579, -5500
Rebel Military Base (Faction Bunker)	-784, -4451
Sarlacc Pit	-6169, -3387
Squill Cave (central)	70, -86
Tusken Bunker	-1493, -208
Tusken Village	-5322, -4444

CITIES OF TATOOINE

ANCHORHEAD



TRAINER	COORDINATES
Doctor (Tavern)	131, -5362
BUILDINGS	**COORDINATES**
Cantina	-156, -5306
Cloning Facility	70, -5358
Shuttle Facility	48, -5335
Tavern	123, -5365

MOS TAIKE

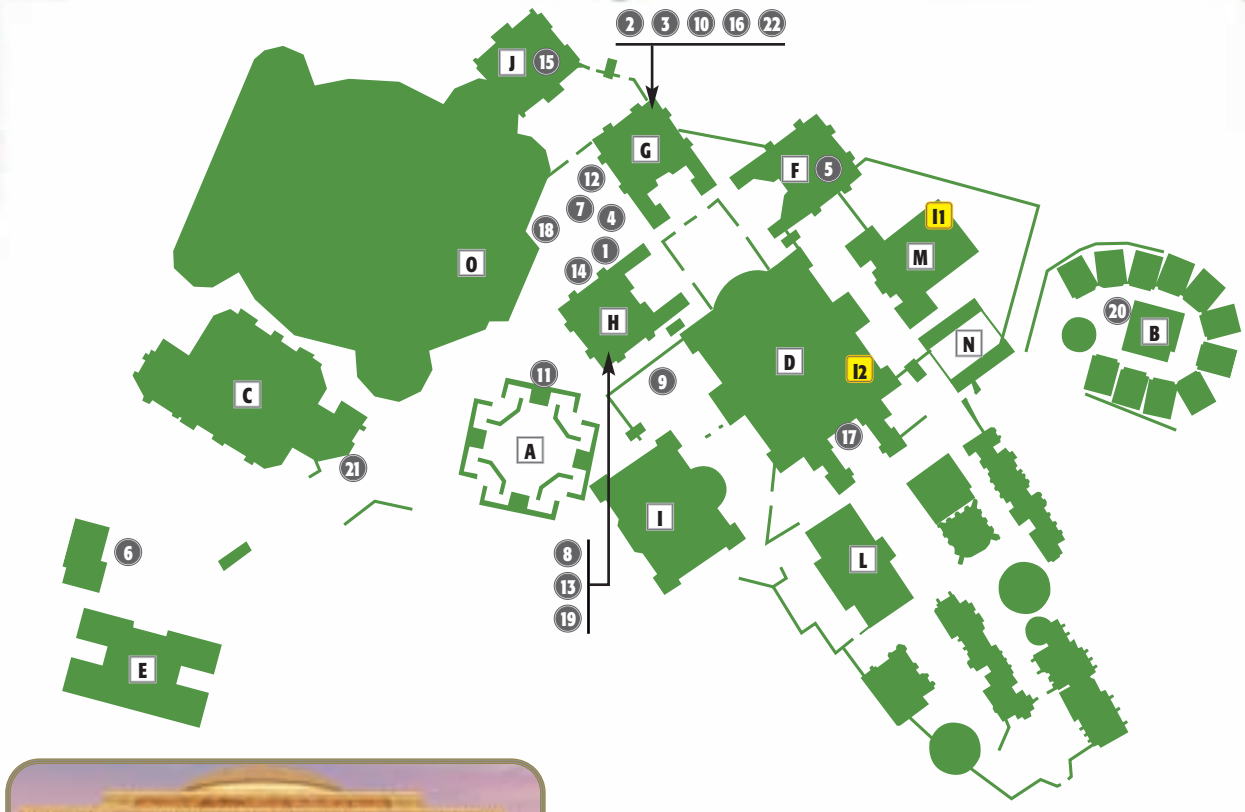
TRAINER	COORDINATES
Doctor (Tavern)	3788, 2396
BUILDINGS	**COORDINATES**
Cloning Facility	3888, 2351
Garage	3769, 2308
Tavern	3789, 2382

WAYFAR



TRAINER	COORDINATES
Artisan	-5274, -6547
Bounty Hunter (Cantina)	-5151, -6588
Commando	-5038, -6609
Medic (Medical Center)	-5123, -6615
Scout	-5051, -6629
Teräs Käsi	-5054, -6632
BUILDINGS	**COORDINATES**
Cantina (Door 1 / Door 2)	-5122, -6572 / -5220, -6591
Cloning Facility	-5072, -6620
Hotel	-5124, -6530
Medical Center	-5106, -6615

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BESTINE

MAP	TRAINER	COORDS
1	Architect	-1255, -3567
2	Architect (Guild Hall G)	-1272, -3515
3	Armorsmith (Guild Hall G)	-1245, -3505
4	Artisan	-1266, -3559
5	Artisan	-1167, -3490
6	Bio-Engineer	-1444, -3749
7	Brawler	-1277, -3539
8	Brawler (Guild Hall H)	-1266, -3596
9	Chef (Hotel)	-1178, -3681
10	Droid Engineer (Guild Hall G)	-1259, -3496
11	Entertainer	-1273, -3630
12	Marksman	-1272, -3538
13	Marksman (Guild Hall H)	-1257, -3603
14	Medic	-1263, -3576
15	Medic (Hospital)	-1312, -3483
16	Merchant (Guild Hall G)	-1257, -3527
17	Politician	-1125, -3616
18	Scout	-1292, -3560
19	Scout (Guild Hall H)	-1256, -3582
20	Squad Leader	-1019, -3532
21	Tailor	-1348, -3677
22	Weaponsmith (Guild Hall G)	-1259, -3507
I1	Tatooine Imperial Pilot 1	-1119, -3526
I2	Tatooine Imperial Pilot 2	-1160, -3591

MAP	BUILDINGS	COORDS
A	Bank	-1267,-3670
B	Cantina (Door 1 / Door 2)	-1007, -3544 / -1456, -3667
C	Cantina	-1359, -3690
D	Capital	-1131, -3614
E	Cloning Facility	-1424, -3783
F	Guild Hall F	-1188, -3515
G	Guild Hall G	-1238, -3527
H	Guild Hall H	-1237, 3578
I	Hotel	-1178, -3648
J	Hospital (Door 1 / Door 2)	-1299, -3502 / -1355, -3477
K	Imperial Post	-1137, -3889
L	Museum	-1095, -3661
M	PA Hall	-1130, -3540
N	Shuttle Port	-1090, -3558
O	Starport	-1294, -3590

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NOTE: A Tatooine Privateer Pilot Trainer 3 is in the main chamber of Jabba's Palace — Beissa, -5985, -6301.

MOS EISELY

MAP	TRAINER	COORDS
1	Armorsmith (Guild Hall H)	3349, -4691
2	Architect (Guild Hall H)	3323, -4705
3	Artisan (Guild Hall F)	3446, -4703
4	Artisan	3503, -4809
5	Bounty Hunter	3358, -4840
6	Brawler (Guild Hall J)	3460, -4658
7	Brawler	3498, -4764
8	Carbineer	3534, -4695
9	Combat Medic (Med. Center)	3533, -4753
10	Dancer (Guild Hall K)	3254, -4712
11	2 Doctor (Medical Center)	3523, -4947
12	Droid Engineer (Guild Hall H)	3333, -4686
13	Entertainer (Guild Hall K)	3243, -4695
14	Entertainer	3478, -4793
15	Fencer (Medical Center)	3528, -4762
16	Image Designer (Guild Hall K)	3217, -4735
17	Marksman (Guild Hall J)	3454, -4668
18	Marksman	3506, -4760
19	Medic	3522, -4774
20	Merchant (Guild Hall H)	3337, -4717
21	Musician (Guild Hall K)	3259, -4703
22	Musician	3393, -4791
23	Pistoleer	3358, -4837
24	Rifleman	3551, -4710
25	Rifleman	3426, -4917
26	Scout (Guild Hall J)	3476, -4667
27	Scout	3520, -4787
28	Smuggler	3401, -4878
29	Weaponsmith (Guild Hall H)	3334, -4697
P1	Tatooine Privateer Pilot 1	3432, -4818
P2	Tatooine Privateer Pilot 2	3383, -4595

MAP	BUILDINGS	COORDS
A	Bank	3496, -4948
B	Cantina (Door 1 / Door 2)	3383, -4799 / 3468, -4851
C	Cantina (Lucky Despot)	3331, -4605
D	Cloning Facility	3257, -4635
E	Cloning Facility	3426, -5009
F	Garage	3385, -4974
G	Garage	3538, -4626
H	Guild Hall H	3354, -4713
I	Guild Hall I	3429, -4730
J	Guild Hall J	3483, -4686
K	Guild Hall K (Stage Door / Main Door)	3229, -4751 / 3303, -4766
L	Medical Center (Door 1/Door 2)	3516, -4769 / 3541, -4735
M	Shuttle Port	3421, -4650
N	Star Port	3539, -4751

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MOS ENTHA

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	1289, 3369
2	Armorsmith (Guild Hall F)	1302, 3394
3	Armorsmith	1247, 3248
4	Artisan	1335, 3487
5	Artisan	1324, 3141
6	Artisan	1273, 3151
7	Artisan (Guild Hall H)	1561, 3077
8	Brawler	1311, 3088
9	Brawler (Guild Hall G)	1387, 3043
10	Brawler	1741, 3117
11	Carboneer	1158, 3110
12	Combat Medic (Med. Center)	1339, 3281
13	Commando	1552, 3335
14	Creature Handler	1374, 3262
15	Dancer (Guild Hall J)	1481, 3277
16	2 Doctor (Medical Center)	1346, 3296
17	Doctor	1370, 3164
18	Droid Engineer (Guild Hall F)	1288, 3391
19	Entertainer (Guild Hall J)	1499, 3269
20	Entertainer	1287, 3162
21	Image Designer (Guild Hall J)	1498, 3318
22	Marksman	1321, 3105
23	Marksman (Guild Hall G)	1376, 3044
24	Medic (Medical Center)	1338, 3291
25	Medic	1325, 3148
26	Merchant (Guild Hall F)	1306, 3368
27	Musician (Guild Hall J)	1481, 3267
28	Ranger	1240, 3356
29	Scout	1303, 3199
30	Scout (Guild Hall G)	1389, 3026
31	Weaponsmith (Guild Hall F)	1294, 3383
32	Weaponsmith	1390, 3448
33	Weaponsmith	1210, 3273

MAP	BUILDINGS	COORDS
A	Bank	1277, 2939
B	Cantina (The Fallen Star)	1713, 3074
C	Cloning Facility	1324, 3457
D	Garage	1457, 3455
E	Garage	1777, 3066
F	Guild Hall F	1321, 3379
G	Guild Hall G	1378, 3011
H	Guild Hall H	1561, 3048
I	Guild Hall I	1434, 3372
J	Guild Hall J	1478, 3324 /
	(Stage Door / Main Door)	1411, 3295
K	Hotel	1535, 3403
L	Medical Center	1337, 3312
M	Shuttle Port	1391, 3474
N	Shuttle Port	1728, 3189
O	Starport	1284, 3128

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MOS ESPA

MAP	TRAINER	COORDS
1	Architect	-2872, 2159
2	Architect (Guild Hall H)	-3043, 2051
3	Armorsmith (Guild Hall H)	-3073, 2057
4	Artisan	-2890, 2142
5	Artisan (Guild Hall G)	-2826, 1994
6	Brawler	–2932, 2125
7	Brawler (Guild Hall I)	-3030, 2431
8	Combat Medic (Med. Center)	-3142, 2110
9	Creature Handler	-2994, 2530
10	2 Doctor (Medical Center)	-3144, 2104
11	Droid Engineer (Guild Hall H)	-3064, 2044
12	Entertainer	-2889, 2178
13	Fencer	-2963, 2022
14	Fencer (Medical Center)	-3139, 2099
15	Marksman	-2931, 2120
16	Marksman (Guild Hall I)	-3025, 2421
17	Medic	-2930, 2116
18	Medic	-3157, 2123
19	Merchant (Guild Hall H)	-3049, 2069
20	Musician	-2882, 2171
21	Musician	–2979, 2059
22	Pikeman	-2931, 2386
23	Scout	-2916, 2109
24	Scout (Guild Hall I)	-3012, 2435
25	Swordsman	-2971, 2032
26	Teräs Käsi	-2812, 1973
27	Weaponsmith	-2869, 2146
28	Weaponsmith (Guild Hall H)	–3057, 2052
R1	Tatooine Rebel Pilot 1	-3001, 2172

MAP	BUILDINGS	COORDS
A	Bank	-2991, 2331
B	Cantina (Door 1 / Door 2)	-2991, 2124
		-3030, 2214
C	Cloning Facility	-3095, 2269
D	Garage	-2956, 2522
E	Garage	-2730, 2268
F	Garage	-2861, 1940
G	Guild Hall G	-2857, 1987
H	Guild Hall H	-3062, 2077
I	Guild Hall I	-2997, 2426
J	Hotel	-3076, 2184
K	Imperial Post	-2590, 2111
L	Medical Center	-3139, 2084
	(Door 1 / Door 2)	-3149, 2125
M	Shuttle Port	-2800, 2179
N	Shuttle Port	-3119, 2174
O	Shuttle Port	-2893, 1927
P	Starport	-2896, 2123
Q	Watto's Junk shop	-2908, 2434
	(Door 1 / Door 2)	-2891, 2408

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NABOO



Located in the Chommell sector, Naboo is a fairly idyllic world covered by dense swamps, rolling plains, and verdant hills. The planet has two sentient species: peaceful humans who call themselves the Naboo; and the more aggressive, warlike Gungans. The Naboo populate many striking cities, including Theed and Moenia, while the Gungans reside deep in the planet's foreboding swamps. Naboo's pleasant climate and numerous terrain types have also given rise to dozens of native animal species, from the towering, reptilian fambaa to the deadly tusk cat.

Human colonists from the planet Grizmalit discovered Naboo nearly four thousand years before the Battle of Yavin. Within weeks of their arrival, the settlers encountered the Gungans. Although immediately distrustful of one another, neither species attacked the other, and the humans were allowed to establish their first settlements without incident. Over the next several decades, the settlers slowly spread across the planet's largest landmass, building cities and villages to support their growing numbers. The human colonists kept to the grassy plains and ocean coastlines, only occasionally treading into Gungan territory. Despite this, tension between the humans and the Gungans remained strong. The friction between the Gungans and the Naboo was based largely on cultural differences, but armed clashes were extremely rare.



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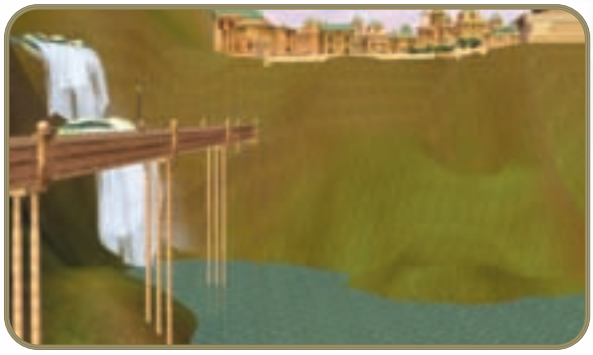
The conflict, now known as the Battle of Naboo, marked a new era of the cooperation between the two cultures. Unfortunately, after the Emperor rose to power, he made a special effort to quickly bring Naboo under his control. When the Imperial forces arrived on the planet, allegedly to "protect" Naboo's resources, the Gungan population migrated deeper into the swamps, yet again isolating themselves from the rest of Naboo.

Although Naboo is home to numerous Imperials and even hosts one of the Emperor's strongholds, the Naboo themselves have managed to preserve much of their culture. They remain a largely democratic society ruled by an elected monarch. Naboo gain the right to vote after passing aptitude tests that determine intellectual maturity, and political leaders are often far younger than their peers on other worlds. The Naboo are still an extremely peaceful people, focusing all of their energies into art, science, and education. They maintain a small security force to protect their cities from rabble-rousers and criminals, but they have no standing army. Although it's been rumored that the current monarch, Queen Kylantha, is extremely loyal to the Emperor, she has yet to dissolve the Naboo Royal Advisory Council or impose any significant changes in the Naboo's democratic structure. According to some sources, Rebel cells also flourish in some areas of Naboo, including Theed and the swamplands.

NABOO POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Amidala's Beach	-5828, -93
Dee'ja Peaks Falls	5174, -1550
Emperor's Retreat	2421, -3941
Naboo Imperial Pilot 2 Trainer	2447, -3899
Naboo Imperial Pilot 3 Trainer	2421, -3941
Naboo Imperial Pilot 4 Trainer	2382, -3902
Gungan Temple	-2104, -5408
Gungan Warrior Stronghold	-272, 2878
Imperial vs. Gungan Battle	4825, -3820
Imperial Weapon Research Facility (Faction Bunker)	-6456, -3235
Mauler Stronghold	2963, 1109
Mordran Gang	-1952, -5279
Narglatch Cave	5864, -4681
Pirate Bunker	-1507, -1729
Theed Falls	-4627, 4207
Veermok Cave	5741, -1546

CITIES OF NABOO



DEE'JA PEAK

TRAINER	COORDS
Architect (Guild Hall 2)	4719, -1260
Armorsmith	4771, -1272
Armorsmith (Guild Hall 2)	4745, -1275
Artisan	4715, -1393
Dancer	4873, -1455
Droid Engineer (Guild Hall 2)	4741, -1261
Entertainer (Guild Hall 3)	4856, -1445
Image Designer (Guild Hall 3)	4856, -1494
Marksman	4980, -1425
Merchant (Guild Hall 2)	4718, -1280
Musician (Guild Hall 3)	4874, -1444
2 Politician	4702, -1368
Weaponsmith (Guild Hall 2)	4733, -1267
BUILDINGS	**COORDS**
Capitol	4680, -1390
Guild Hall 1	4941, -1469
Guild Hall 2	4730, -1293
Guild Hall 3 (Stage Door / Front Door)	4873, -1501 / 4943, -1475
Guild Hall 4	4920, -1403
Hotel	5135, -1459
Shuttle Port (Path to Bridge)	5337, -1578 (5176, -1493)

LAKE RETREAT

BUILDINGS	COORDS
Hotel	-5557, -34
Shuttle Port	-5489, -21

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KAADARA

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	5112, 6807
2	Armorsmith (Guild Hall F)	5139, 6813
3	Artisan	5177, 6692
4	Artisan (Guild Hall G)	5182, 6686
5	Brawler (Guild Hall E)	5099, 6792
6	Brawler	5174, 6640
7	Combat Medic (Med.Center)	5120, 6645
8	Combat Medic (Med. Center)	5086, 6615
9	Creature Handler	5181, 6806
10	Dancer (Guild Hall H)	5380, 6746
11	Doctor	5021, 6787
12	Doctor (Medical Center)	5115, 6660
13	Doctor (Medical Center)	5084, 6626
14	Droid Engineer (Guild Hall F)	5128, 6822
15	Droid Engineer	5191, 6695
16	Entertainer	5206, 6660
17	Entertainer (Guild Hall H)	5399, 6738
18	Image Designer (Guild Hall H)	5399, 6786
19	Marksman (Guild Hall E)	5090, 6785
20	Marksman	5182, 6632
21	Medic (Medical Center)	5113, 6651
22	Medic (Medical Center)	5095, 6624
23	Medic	5211, 6694
24	Merchant (Guild Hall F)	5125, 6794
25	Musician (Guild Hall H)	5380, 6736
26	Ranger	5279, 6594
27	Scout (Guild Hall E)	5110, 6781
28	Scout	5193, 6615
29	Weaponsmith (Guild Hall F)	5124, 6813
I1	Naboo Imperial Pilot 1	5196, 6737



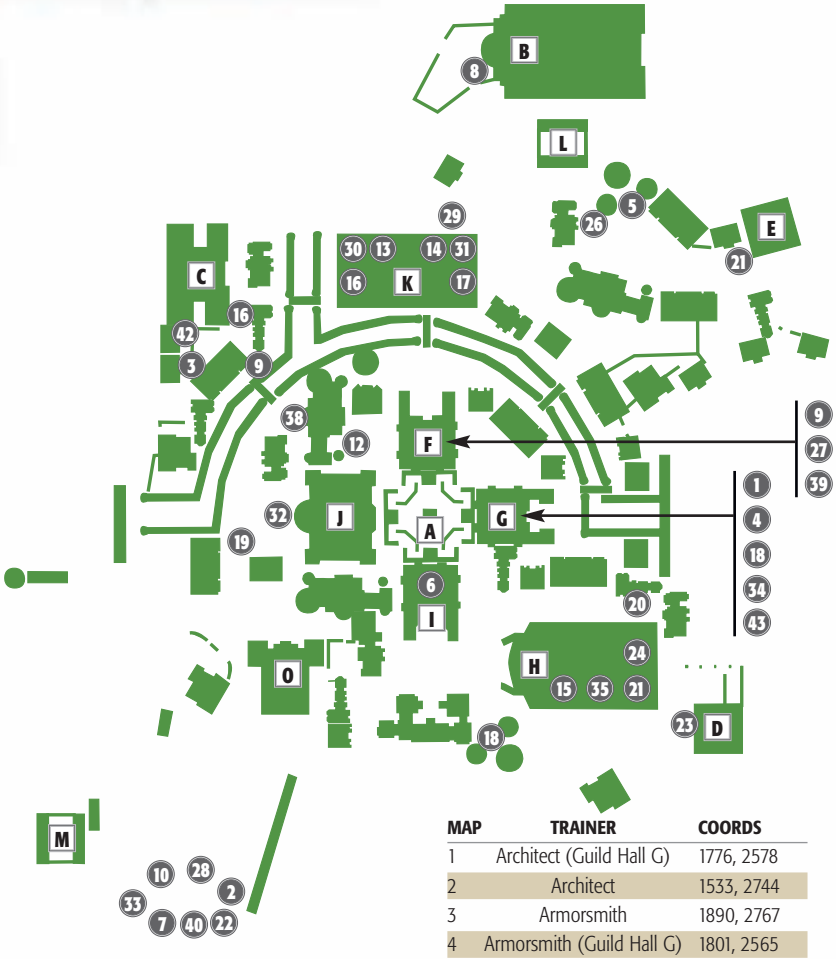


MAP	BUILDINGS	COORDS
A	Bank	5081, 6706
B	Cantina	4956, 6753
C	Cloning Facility	5332, 6572
D	Garage	5117, 6560
E	Guild Hall E	5113, 6762
F	Guild Hall F	5142, 6791
G	Guild Hall G	5154, 6715
H	Guild Hall H	5310, 6766 /
	(Stage Door / Front Door)	5379, 6793
I	Hotel	5188, 6790
J	Imperial Post	5364, 6447
K	Medical Center (Door 1 /	5128, 6635 /
	Door 2 /	5096, 6666 /
	Door 3 /	5103, 6614 /
	Door 4)	5075, 6642
L	Shuttle Port	5127, 6613
M	Starport	5216, 6677
N	PA Hall	5174, 6740

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KEREN







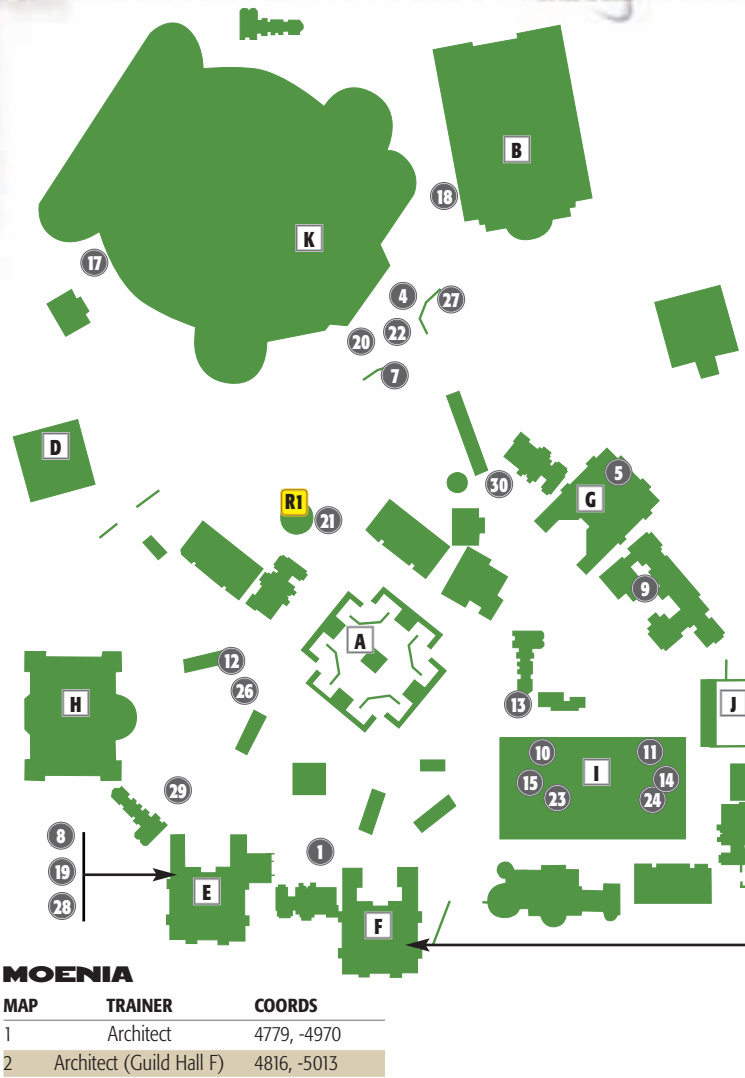
MAP	TRAINER	COORDS
1	Architect (Guild Hall G)	1776, 2578
2	Architect	1533, 2744
3	Armorsmith	1890, 2767
4	Armorsmith (Guild Hall G)	1801, 2565
5	Artisan	2005, 2483
6	Artisan (Guild Hall I)	1751, 2613
7	Artisan	1524, 2782
8	Bounty Hunter	2087, 2575
9	Brawler (Guild Hall F)	1823, 2625
10	Brawler	1537, 2757
11	Carbine	1262, 2678
12	Chef	1840, 2672
13	Combat Medic (Med. Center)	1962, 2637
14	Combat Medic (Med. Center)	1960, 2592
15	Dancer (Guild Hall H)	1668, 2486
16	Doctor (Medical Center)	1950, 2645
17	Doctor (Medical Center)	1948, 2600
18	Droid Engineer (Guild Hall G)	1798, 2578
19	Entertainer	1773, 2742
20	Entertainer	1727, 2479
21	Entertainer (Guild Hall H)	1660, 2465
22	Entertainer	1520, 2744
23	Entertainer	1246, 2723
24	Image Designer (Guild Hall H)	1707, 2465
25	Image Designer	1253, 2711
26	Marksman	1992, 2515
27	Marksman (Guild Hall F)	1823, 2614
28	Marksman	1538, 2751
29	Medic	1982, 2598
30	Medic (Medical Center)	1952, 2636
31	Medic (Medical Center)	1956, 2605
32	Medic	1784, 2714
33	Medic	1541, 2785
34	Merchant (Guild Hall G)	1774, 2560
35	Musician (Guild Hall H)	1659, 2484
36	Pistoleer	1253, 2686
37	Rifleman	1274, 2687
38	Scout	1845, 2705
39	Scout (Guild Hall F)	1839, 2625
40	Scout	1512, 2760
41	Smuggler	1363, 2833
42	Weaponsmith	1905, 2767
43	Weaponsmith (Guild Hall G)	1788, 2573

MAP	BUILDINGS	COORDS
A	Bank	1785, 2618
B	Cantina (Door 1 / Door 2)	2102, 2574 / 2113, 2477
C	Cloning Facility	1949, 2739
D	Garage	1649, 2442
E	Garage	1960, 2389
F	Guild Hall F	1854, 2614
G	Guild Hall G	1787, 2546
H	Guild Hall H (Stage Door / Front Door)	1686, 2553 / 1715, 2484
I	Guild Hall I	1718, 2614
J	Hotel	1786, 2703
K	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	1974, 2636 / 1974, 2603 / 1931, 2603 / 1931, 2636
L	Shuttle Port	2028, 2526
M	Shuttle Port	1563, 2841
N	Starport	1431, 2770
O	PA Hall	1698, 2696

NOTE: Naboo Imperial Pilot Trainers, level 2, 3, and 4 are at the Emperor's Retreat, 2421, -3941

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MOENIA

MAP	TRAINER	COORDS
1	Architect	4779, -4970
2	Architect (Guild Hall F)	4816, -5013
3	Armorsmith (Guild Hall F)	4792, -5000
4	Artisan	4821, -4704
5	Artisan (Guild Hall G)	4926, -4779
6	Brawler	4999, -4926
7	Brawler	4800, -4734
8	Brawler	4710, -4997
9	Chef	4942, -4837
10	Combat Medic (Med. Center)	4900, -4919
11	Combat Medic (Med. Center)	4945, -4921
12	Dancer	4730, -4872
13	Doctor	4887, -4899
14	Doctor (Medical Center)	4938, -4934
15	Doctor (Medical Center)	4893, -4933
16	Droid Engineer (Guild Hall F)	4794, -5013
17	Droid Engineer	4654, -4688
18	Entertainer	4846, -4658
19	Marksman (Guild Hall F)	4721, -4997
20	Marksman	4794, -4730
21	Medic	4772, -4814
22	Medic	4808, -4724
23	Medic (Medical Center)	4901, -4930
24	Medic (Medical Center)	4932, -4923
25	Merchant (Guild Hall F)	4817, -4996
26	Musician	4740, -4886
27	Scout	4839, -4702
28	Scout (Guild Hall E)	4710, -4979
29	Squad Leader	4701, -4939
30	Tailoring	4858, -4799
31	Weaponsmith (Guild Hall F)	4802, -5009
R1	Naboo Rebel Pilot 1	4764, -4796

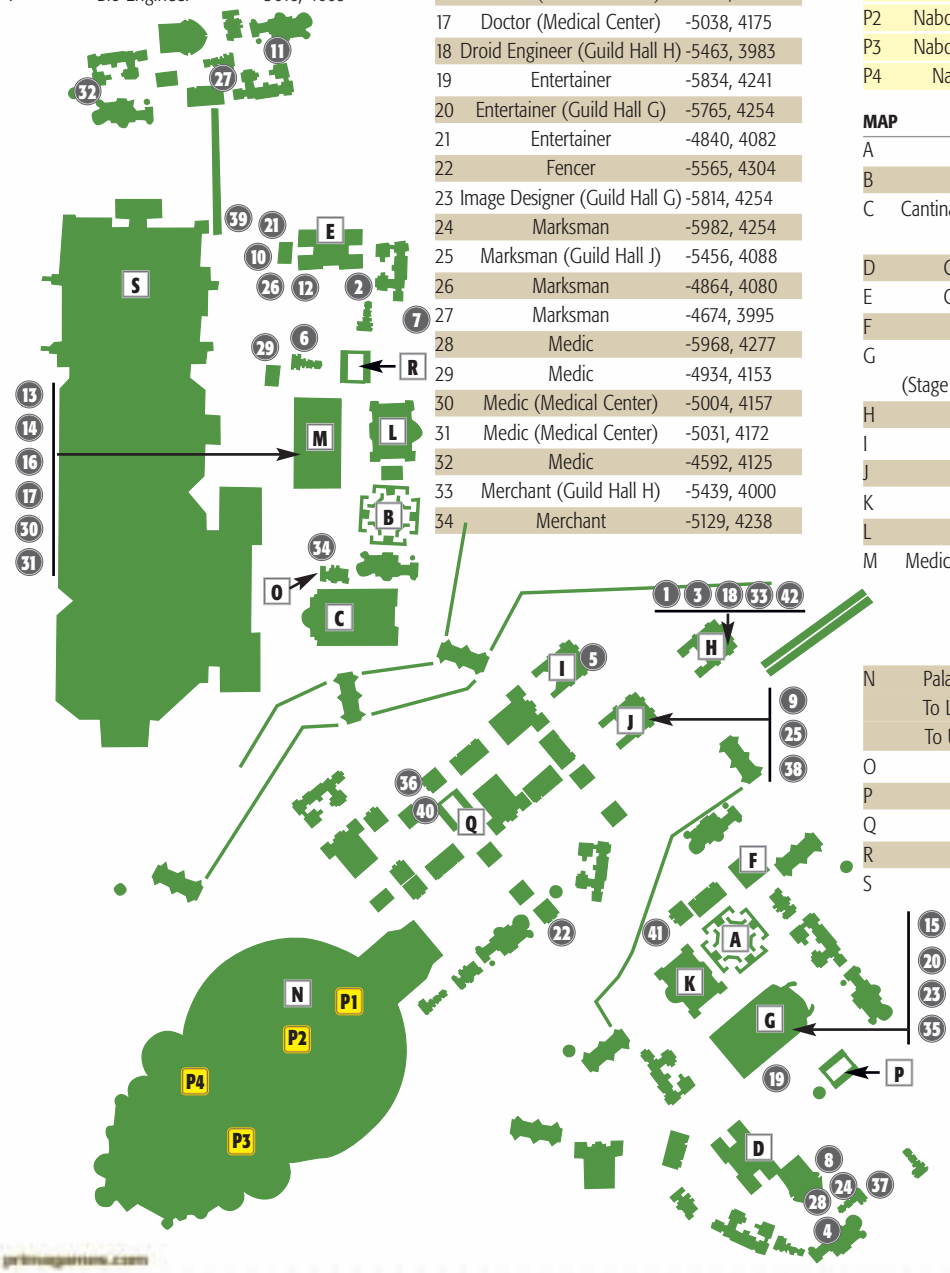
MAP	BUILDINGS	COORDS
A	Bank	4801, -4862
B	Cantina (Door 1 / Door 2)	4875, -4671 / 4848, -4574
C	Cloning Facility	5005, -4930
D	Garage	4663, -4771
E	Guild Hall E	4721, -4966
F	Guild Hall F	4805, -4979
G	Guild Hall G	4905, -4803
H	Hotel	4686, -4893
I	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	4902, -4908 / 4902, -4949 / 4935, -4908 / 4935, -4949
J	Shuttle Port	49769, -4890
K	Starport	4796, -4696

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THEED

MAP	TRAINER	COORDS
1	Architect (Guild Hall H)	-5440, 3983
2	Architect	-4931, 4020
3	Armorsmith (Guild Hall H)	-5465, 3996
4	Artisan	-5993, 4286
5	Artisan (Guild Hall I)	-5369, 4108
6	Artisan	-4946, 4131
7	Bio-Engineer	-5016, 4009
8	Brawler	-5942, 4253
9	Brawler (Guild Hall J)	-5467, 4089
10	Brawler	-4858, 4087
11	Brawler	-4684, 3947
12	Chef	-4877, 4066
13	Combat Medic (Med. Center)	-4991, 4148
14	Combat Medic (Med. Center)	-5025, 4181
15	Dancer (Guild Hall G)	-5774, 4236
16	Doctor (Medical Center)	-5005, 4145
17	Doctor (Medical Center)	-5038, 4175
18	Droid Engineer (Guild Hall H)	-5463, 3983
19	Entertainer	-5834, 4241
20	Entertainer (Guild Hall G)	-5765, 4254
21	Entertainer	-4840, 4082
22	Fencer	-5565, 4304
23	Image Designer (Guild Hall G)	-5814, 4254
24	Marksman	-5982, 4254
25	Marksman (Guild Hall J)	-5456, 4088
26	Marksman	-4864, 4080
27	Marksman	-4674, 3995
28	Medic	-5968, 4277
29	Medic	-4934, 4153
30	Medic (Medical Center)	-5004, 4157
31	Medic (Medical Center)	-5031, 4172
32	Medic	-4592, 4125
33	Merchant (Guild Hall H)	-5439, 4000
34	Merchant	-5129, 4238
35	Musician (Guild Hall G)	-5764, 4236
36	Pikeman	-5376, 4,311
37	Scout	-5982, 4227
38	Scout (Guild Hall J)	-5468, 4106
39	Scout	-4796, 4103
40	Swordsman	-5382, 4327
41	Teräs Käsi	-5649, 4206
42	Weaponsmith (Guild Hall H)	-5454, 3987
P1	Naboo Privateer Pilot 1	-5496, 4579
P2	Naboo Privateer Pilot 2	-5496, 4586
P3	Naboo Privateer Pilot 3	-5535, 4679
P4	Naboo Privateer 4	-5450, 4679

MAP	BUILDINGS	COORDS
A	Bank	-5705, 4163
B	Bank	-5126, 4156
C	Cantina (Door 1 / Door 2)	-5154, 4293 / -5207, 4209
D	Cloning Facility	-5884, 4321
E	Cloning Facility	-4890, 4042
F	Garage	-5671, 4110
G	Guild Hall G (Stage Door / Front Door)	-5818, 4236 / -5792, 4167
H	Guild Hall H	-5452, 4014
I	Guild Hall I	-5369, 4140
J	Guild Hall J	-5456, 4120
K	Hotel	-5708, 4261
L	Hotel	-5082, 4079
M	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-4990, 4169 / -5015,4190 / -5044, 4157 / -5020, 4134
N	Palace (Front Door / To Lower Overlook / To Upper Overlook)	-5496, 4479 / -5462, 4792 / -5486, 4836
O	Salon	-5121, 4259
P	Shuttle Port	-5862, 4171
Q	Shuttle Port	-5410, 4316
R	Shuttle Port	-5000, 4080
S	Starport	-4848, 4172





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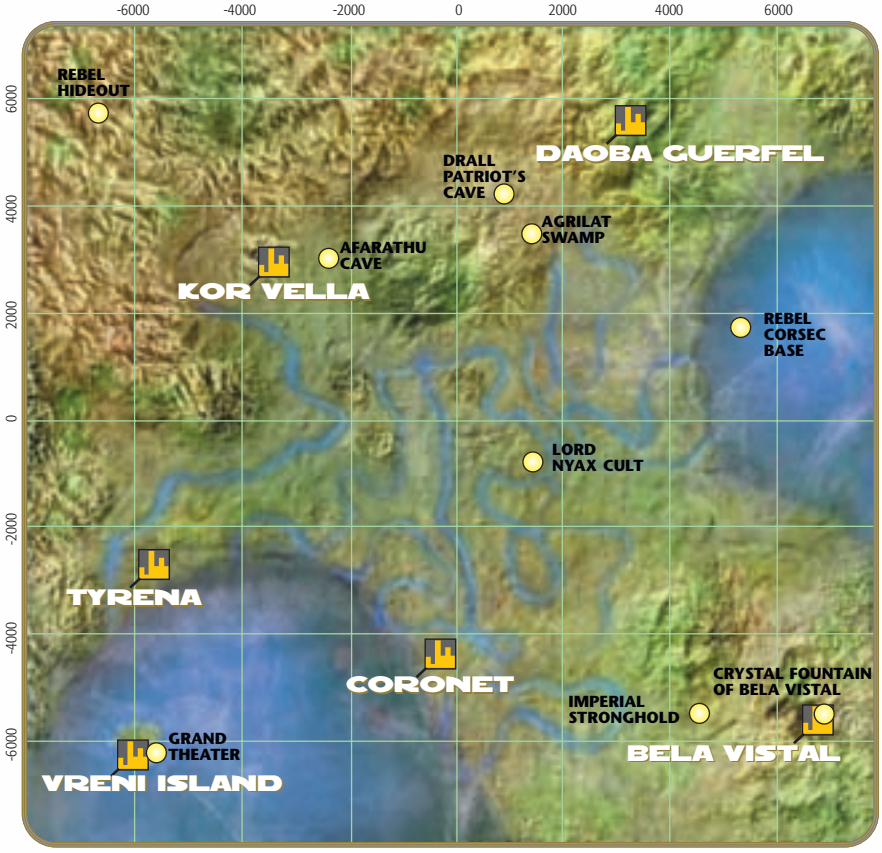
CORELLIA



Corellia is the central planet of the Corellian system, which is well-known for its starship manufacturing facilities and steady supply of talented pilots. A temperate and habitable world, Corellia is marked by rolling hills, thick forests, lush fields, golden beaches, and large seas. Because most of Corellia's manufacturing facilities are located in orbit around the planet, the world itself remains rural and underdeveloped. Urban blight is nearly non-existent, and most Corellians live in small towns or farming communities. The planet does support a handful of cities, including Coronet and Tyrena.

Corellia is populated by all three of the system's sentient species: Humans, Selonians, and Drall. As Corellia has limited settlements, wildlife has also flourished on the planet.

As a member of the Core Worlds, Corellia is often considered part of the Empire, but the planet was also the site of the signing of the Corellian Treaty, which officially formed the Alliance to Restore the Republic (more commonly known as the Rebel Alliance). In truth, since the Corellian Treaty, the planet has remained fairly neutral in the Galactic Civil War. Corellia does have a noticeable Imperial presence, but the Empire has not yet Imperialized any of Corellia's corporations, taken control of Corellian cities, or imposed martial



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law. Rumors have also emerged that Princess Leia Organa has established a hidden "command and control" center for Rebel operations on Corellia and seeks the services of sympathizers to aid the Rebellion.

CORELLIA POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Afarathu Cave	-2483, 2907
Agrilat Swamp	1402, 3802
Crystal Fountain of Bela Vistal	6760, -5617
Drall Patriot's Cave	1042, 4193
Grand Theater of Vreni Island	-5421, -6212
Imperial Stronghold (Faction Dungeon)	4651, -5617
Lord Nyax Cult	1414, -317
Rebel Hideout	-6584, 5915
Rogue Corsec Base	5291, 1494

CITIES OF CORELLIA

BELA VISTAL



TRAINER	COORDS
Architect (Guild Hall 1)	6851, -5409
Armorsmith (Guild Hall 1)	6872, -5429
Artisan	6756, -5655
Artisan (Guild Hall 2)	6707, -5510
Brawler (Guild Hall 3)	6884, -5794
Brawler	6742, -5716
Droid Engineer (Guild Hall 1)	6872, -5416
Entertainer	6829, -5428
Marksman	6770, -5714
Marksman (Guild Hall 3)	6885, -5783
Merchant (Guild Hall 1)	6845, -5428
Scout	6724, -5681
Scout (Guild Hall 3)	6866, -5795
Weaponsmith (Guild Hall 1)	6862, -5416

BUILDINGS	COORDS
Cantina (Door 1 / Door 2)	6735, -5708 / 6723, -5708
Cloning Facility	6863, -5719
Guild Hall 1	6853, -5443
Guild Hall 2	6706, -5540
Guild Hall 3	6854, -5784
Hotel	6909, -5581
Medical Center (Door 1 / Door 2)	6713, -5920 / 6713, -5962
Shuttle Port	6637, -5921
Shuttle Port	6937, -5536

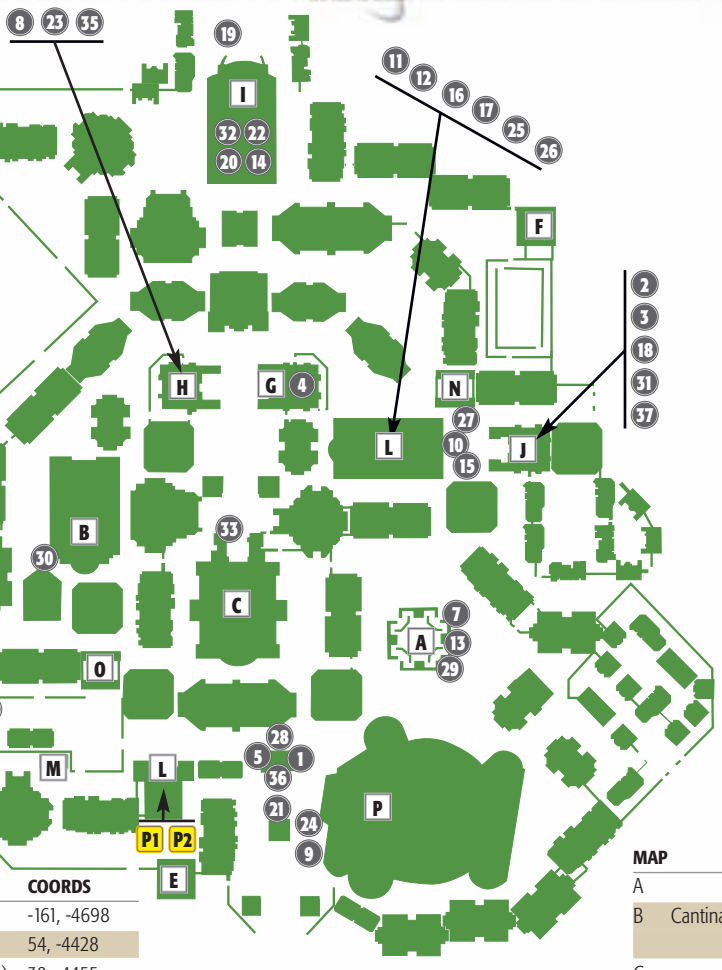


VRENI ISLAND

TRAINER	COORDS
Architect	-5515, -6217
Doctor (Doctor's Office)	-5309, -6405
Entertainer (Cantina)	-5187, -6403
Musician	-5408, -6228
BUILDINGS	**COORDS**
Cantina	-5163, -6417
Doctor's Office	-5307, -6403
Hotel	-5516, -6180
Salon	-5156, -6368
Shuttle Port	-5552, -6057



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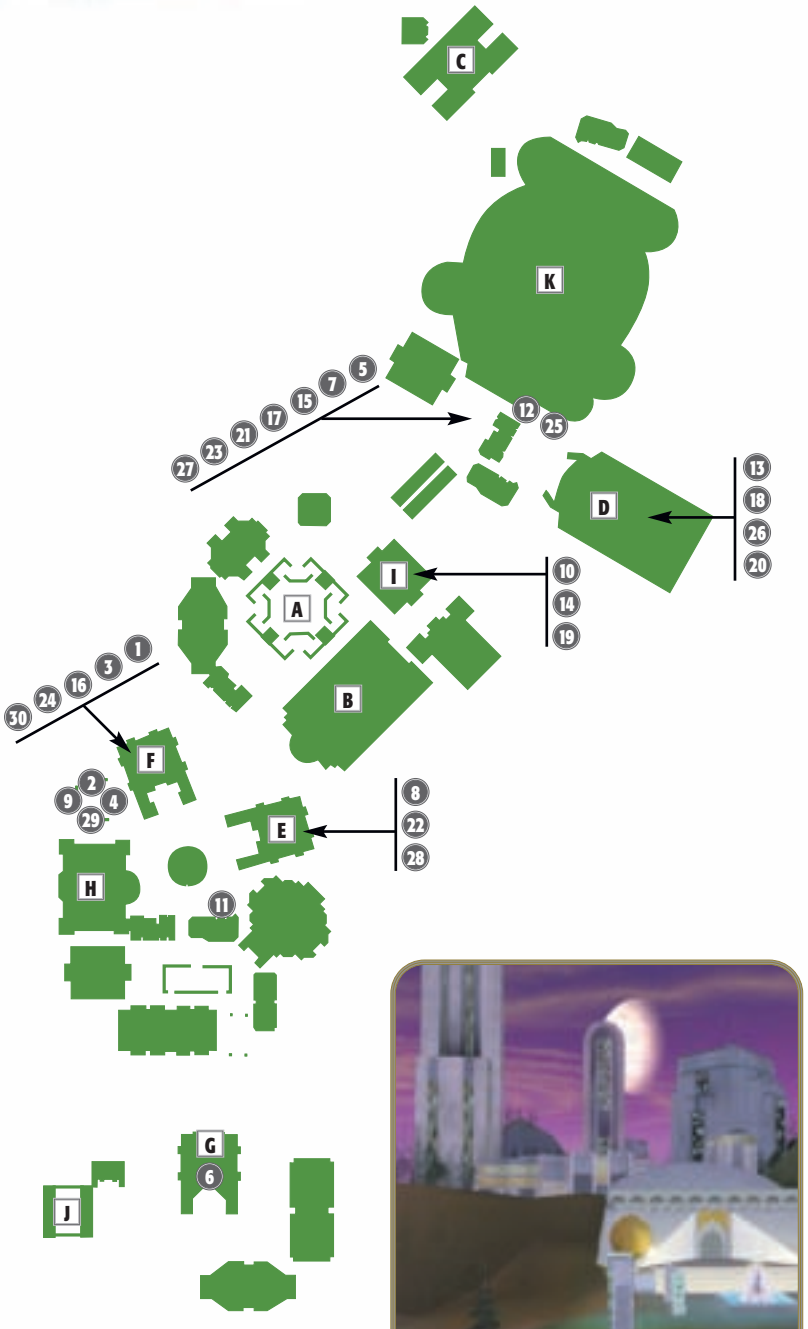


CORONET

MAP	TRAINER	COORDS
1	Architect	-161, -4698
2	Architect (Guild Hall J)	54, -4428
3	Armorsmith (Guild Hall J)	38, -4455
4	Artisan (Guild Hall G)	-145, -4389
5	Artisan	-187, -4700
6	Bio-engineer	-422, -4653
7	Bio-engineer	-63, -4566
8	Brawler (Guild Hall H)	-272, -4378
9	Brawler	-164, -4754
10	Combat Medic	-34, -4435
11	Combat Medic (Med. Center)	-118, -4446
12	Combat Medic (Med. Center)	-71, -4450
13	Creature Handler	-56, -4567
14	Dancer (Guild Hall I)	-227, -4203
15	Doctor	-34, -4440
16	Doctor (Medical Center)	-109, -4434
17	Doctor (Medical Center)	-64, -4435
18	Droid Engineer (Guild Hall J)	55, -4451
19	Entertainer	-220, -4105
20	Entertainer (Guild Hall I)	-236, -4222
21	Entertainer	-173, -4741
22	Image Designer (Guild Hall I)	-187, -4222
23	Marksman (Guild Hall H)	-273, -4390
24	Marksman	-165, -4746
25	Medic (Medical Center)	-71, -4439
26	Medic (Medical Center)	-104, -4444
27	Medic	-34, -4446
28	Medic	-172, -4691
29	Merchant	-41, -4588
30	Merchant	-368, -4532
31	Merchant (Guild Hall J)	35, -4428
32	Musician (Guild Hall I)	-237, -4203
33	2 Politician	-217, -4500
34	Ranger	-506, -4633
35	Scout (Guild Hall H)	-256, -4378
36	Scout	-168, -4711
37	Weaponsmith (Guild Hall J)	47, -4442
P1	Corellia Privateer Pilot 1	-273,-4733
P2	Corellia Privateer Pilot 2	-276, -4720

MAP	BUILDINGS	COORDS
A	Bank	-60, -4599
B	Cantina (Door 1 / Door 2)	-346, -4542 / -358, -4445
C	Capital	-209, -4534
D	Cloning Facility	-480, -4499
E	Garage	-262, -4807
F	Garage	45,-4239
G	Guild Hall G	-177, -4390
H	Guild Hall H	-240, -4389
I	Guild Hall I (Stage Door / Front Door)	-181, -4202 / -210, -4135
J	Guild Hall J	20, -4439
K	Hotel	-492, -4672
L	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-106, -4461 / -106, -4421, / -72, -4421 / -72, -4461
M	Salon	-366, -4698
N	Shuttle Port	-23, -4401
O	Shuttle Port	-329, -4636
P	Starport	-131, -4723
Q	PA Hall	-273, -4733

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DAOBA GUERFEL

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	3098, 5293
2	Architect	3078, 5269
3	Armorsmith (Guild Hall F)	3127, 5291
4	Artisan	3086, 5260
5	Artisan	3311, 5530
6	Artisan (Guild Hall G)	3160, 5042
7	Brawler	3334, 5517
8	Brawler (Guild Hall E)	3216, 5239
9	Chef	3068, 5261
10	Combat Medic (Med. Center)	3275, 5414
11	Creature Handler	3162, 5191
12	Dancer	3363, 5520
13	Dancer (Guild Hall D)	3447, 5422
14	Doctor (Medical Center)	3276, 5407
15	Droid Engineer	3335, 5503
16	Droid Engineer (Guild Hall F)	3117, 5302
17	Entertainer	3305, 5525
18	Entertainer (Guild Hall D)	3460, 5405
19	Fencer	3284, 5406
20	Image Designer	2482, 5448
21	Marksman	3338, 5516
22	Marksman (Guild Hall E)	3213, 5250
23	Medic	3341, 5517
24	Merchant (Guild Hall F)	3105, 5274
25	Musician	3362, 5524
26	Musician (Guild Hall D)	3442, 5413
27	Scout	3333, 5510
28	Scout (Guild Hall E)	3199, 5232
29	Tailor	3076, 5252
30	Weaponsmith (Guild Hall F)	3111, 5293

MAP	BUILDINGS	COORDS
A	Bank	3207, 5382
B	Cantina (Door 1 / Door 2)	3268, 5373
		3207, 5296
C	Cloning Facility	3325, 5725
D	Guild Hall D	3468, 5462
	(Stage Door / Front Door)	3396, 5479
E	Guild Hall E	3183, 5240
F	Guild Hall F	3120, 5269
G	Guild Hall G	3160, 5011
H	Hotel	3108, 5205
I	Medical Center	3262, 5422
	(Door 1 / Door 2)	3289,5396
J	Shuttle Port	3078, 4995
K	Starport	3340, 5534

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KOR VELLA

MAP	TRAINER	COORDS
1	Architect (Guild Hall E)	-3685, 3046
2	Armorsmith (Guild Hall E)	-3701, 3071
3	Artisan	-3164, 2791
4	Artisan (Guild Hall F)	-3417, 3170
5	Brawler	-3193, 2799
6	Brawler	-3123, 2791
7	Brawler (Guild Hall D)	-3399, 3396
8	Chef	-3147, 2792
9	Dancer (Cantina, back bar)	-3496, 3101
10	Doctor (Medical Center)	-3809, 3139
11	Droid Engineer (Guild Hall E)	-3704, 3059
12	Entertainer (Cantina, back bar)	-3488, 3109
13	Entertainer	-3153, 2807
14	Fencer	-3319, 3220
15	Marksman	-3130, 2791
16	Marksman (Guild Hall D)	-3410, 3396
17	Medic	-3139, 2793
18	Medic (Medical Center)	-3786, 3130
19	Merchant (Guild Hall E)	-3675, 3063
20	Musician (Cantina, back bar)	-3492, 3111
21	Pikeman	-3412, 3084
232	Scout	-3165, 2800
23	Scout	-3399, 3378
24	Swordsman	-3375, 3284
25	Teräs Käsi	-3570, 3146
26	Weaponsmith (Guild Hall E)	-3696, 3059

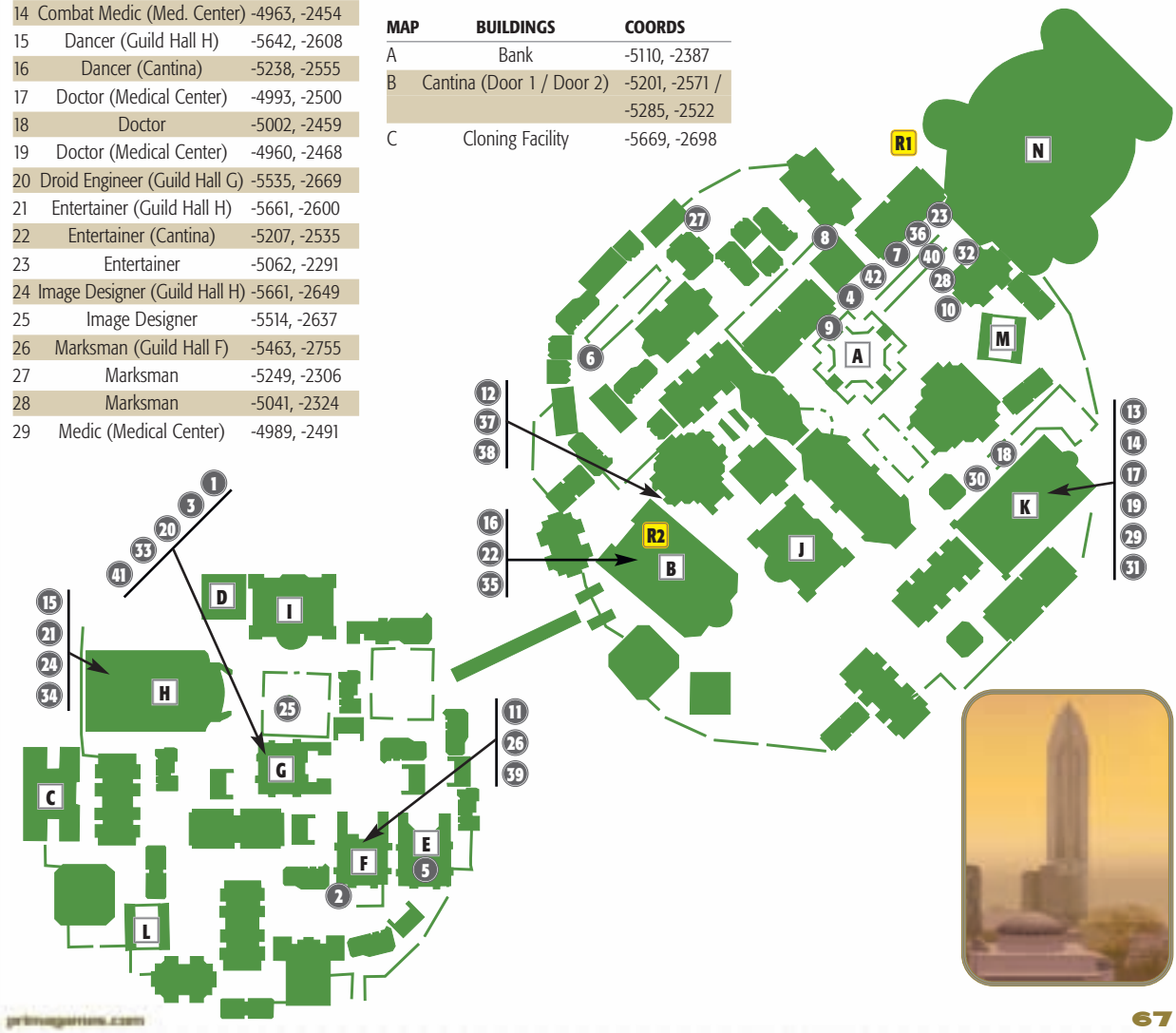
MAP	BUILDINGS	COORDS
A	Cantina (Door1 / Door 2)	-3464, 3039 / -3515, 3125
B	Cloning Facility (lower level)	-3543, 3220
C	Garage	-3194, 2804
D	Guild Hall D	-3412, 3365
E	Guild Hall E	-3680, 3079
F	Guild Hall F	-3432, 3196
G	Hotel	-3267, 3108
H	Imperial Post	-2999, 2909
I	Medical Center (Door 1 / Door 2)	-3793, 3157 / -3801, 3116
J	Shuttle Port	-3773, 3240
K	Starport	-3138,2815

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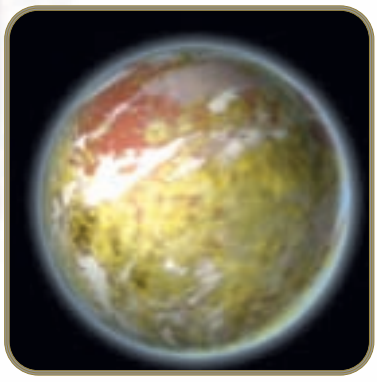
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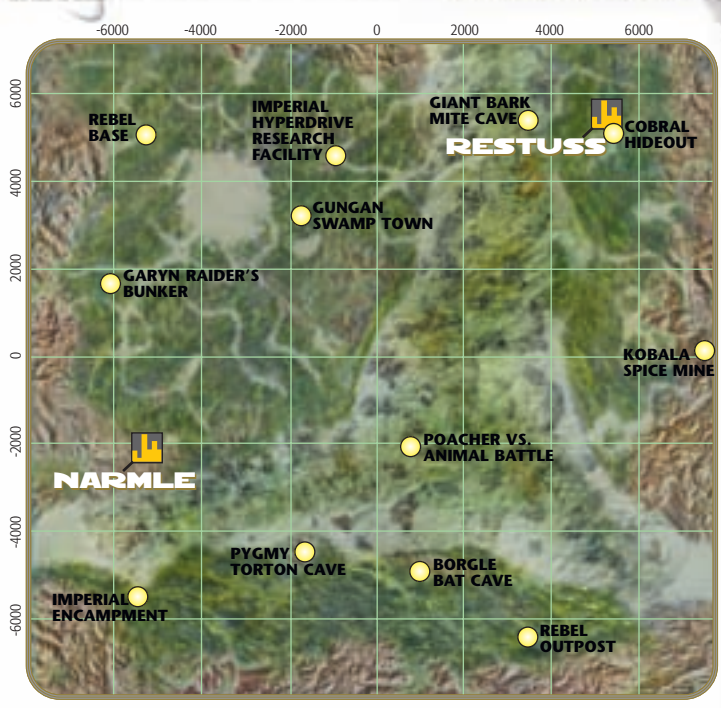
MAP	TRAINER	COORDS
1	Architect (Guild Hall G)	-5535, -2690
2	Architect	-5474, -2769
3	Armorsmith (Guild Hall G)	-5521, -2663
4	Armorsmith	-5118, -2337
5	Artisan (Guild Hall E)	-5417, -2756
6	Artisan	-5300, -2383
7	Artisan	-5081, -2307
8	Bounty Hunter	-5130, -2302
9	Bounty Hunter (Bank)	-5128, -2361
10	Brawler	-5040, -2328
11	Brawler (Guild Hall F)	-5474, -2755
12	Carbineer	-5225, -2489
13	Combat Medic (Med. Center)	-4997, -2485
14	Combat Medic (Med. Center)	-4963, -2454
15	Dancer (Guild Hall H)	-5642, -2608
16	Dancer (Cantina)	-5238, -2555
17	Doctor (Medical Center)	-4993, -2500
18	Doctor	-5002, -2459
19	Doctor (Medical Center)	-4960, -2468
20	Droid Engineer (Guild Hall G)	-5535, -2669
21	Entertainer (Guild Hall H)	-5661, -2600
22	Entertainer (Cantina)	-5207, -2535
23	Entertainer	-5062, -2291
24	Image Designer (Guild Hall H)	-5661, -2649
25	Image Designer	-5514, -2637
26	Marksman (Guild Hall F)	-5463, -2755
27	Marksman	-5249, -2306
28	Marksman	-5041, -2324
29	Medic (Medical Center)	-4989, -2491
30	Medic	-5014, -2471
31	Medic (Medical Center)	-4971, -2467
32	Medic	-5027, -2311
33	Merchant (Guild Hall G)	-5516, -2691
34	Musician (Guild Hall H)	-5642, -2598
35	Musician (Cantina)	-5223, -2523
36	Musician	-5067, -2296
37	Pistoleer	-5221, -2489
38	Rifleman	-5233,-2489
39	Scout (Guild Hall F)	-5474, -2738
40	Scout	-5059, -2310
41	Weaponsmith (Guild Hall G)	-5530, -2676
42	Weaponsmith	-5106, -2324
R1	Corellia Rebel Pilot 1	-5177, -2282
R2	Corellia Rebel Pilot 2	-5243, -2505

MAP	BUILDINGS	COORDS
A	Bank	-5110, -2387
B	Cantina (Door 1 / Door 2)	-5201, -2571 / -5285, -2522
C	Cloning Facility	-5669, -2698
D	Garage	-5570, -2582
E	Guild Hall E	-5417, -2724
F	Guild Hall F	-5463, -2724
G	Guild Hall G	-5503, -2679
H	Guild Hall H	-5642, -2656
	(Stage Door / Front Door)	-5571, -2629
I	Hotel	-5516, -2598
J	Hotel	-5169, -2539
K	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-5005, -2476 / -4975, -2504 / -4951, -2482 / -4980, -2454
L	Shuttle Port	-5603, -2790
M	Shuttle Port	-5005, -2381
N	Starport	-5031, -2287



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RORI

A moon of Naboo, Rori is an overgrown, wild world dominated by oppressive gray skies, thick jungles, and thick swamps. It supports only two small colonies, which are separated by a giant, reed-infested bog.

Rori was officially colonized about two thousand years before the Battle of Naboo, during the short-lived reign of King Narmle, a restless explorer who spent most of time visiting distant worlds in search of new vistas. The Naboo Royal Advisory Council soon suggested that Narmle relinquish the throne and become an ambassador. Before leaving office as King, however, Narmle personally planned the construction of a small settlement on Rori. He envisioned that Rori would one day become an active agricultural hub, supplying food and medicines to other neighboring planets. Unfortunately, Rori attracted few settlers. Frustrated, Narmle left Rori and vanished into the Outer Rim forever.

In the centuries since Narmle's disappearance, Rori's population has grown only slightly. During an outbreak of brainworm rot some two hundred years before the Battle of Naboo, the Advisory Council commissioned the construction of a second space port on Rori; this city, known as Restuss, was used for decades as a quarantined processing center for colonists traveling to Naboo. Although both Restuss and Narmle were built by Naboo architects, most of the moon's current colonists have been drawn from other, less hospitable worlds, including Iridonia and Ryloth. The Gungans, who colonized the Naboo moon of Ohma-D'un, have also established small outposts on Rori.

Rori does receive regular supplies from Naboo and travel between the moon and its parent planet is routine. Members of the Naboo Royal Security Forces are stationed in both Restuss and Narmle, and Rori's governor sits on the Naboo Royal Advisory Council. The Empire also views Rori as little more than a small Naboo outpost and expects all of the moon's inhabitants to remain loyal to Emperor Palpatine. In reality, Rori's denizens are far more independent than the "planetary" Naboo and it is believed that the moon harbors some Rebels.

RORI POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Borgle Bat Cave	902, -4933
Gungan Swamp Town	-1986, 3339
Cobral Hideout	5464, 5045
Garyn Raider's Bunker	-6004, -1851
Giant Bark Mite Cave	3584, 5419
Imperial Hyperdrive Research Facility (Faction Bunker)	-1070, 4542
Imperial Encampment (Faction Bunker)	-5651, -5660
Kobala Spice Mine	7304, 63
Poacher vs. Animal Battle	773, -2109
Pygmy Torton Cave	-1814, -4533
Rebel Base (Faction Bunker)	-5356, 5043
Rebel Outpost	3669, -6586
Tatooine Rebel Pilot 4 Trainer	3694, -6457

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CITIES OF RORI



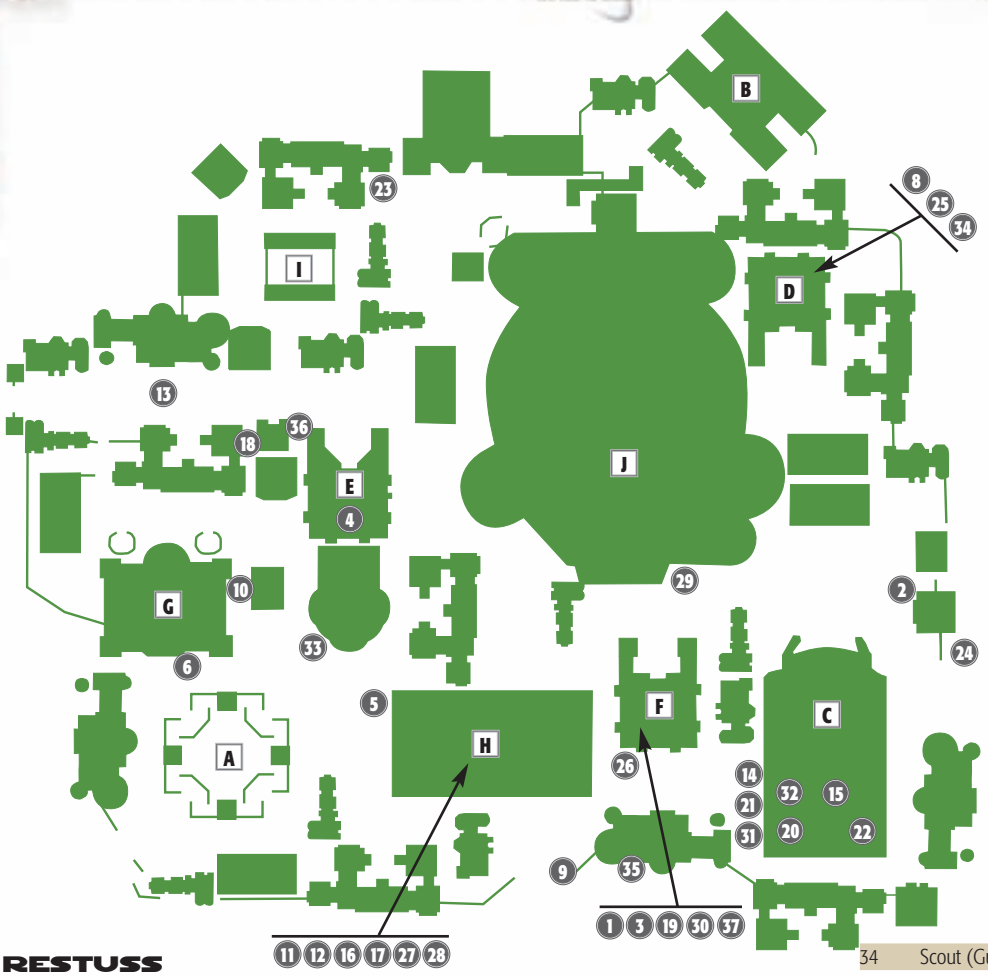
NARMLE

MAP	TRAINER	COORDS
1	Architect (Guild Hall D)	-4998, -2432
2	Armorsmith (Guild Hall D)	-5025, -2417
3	Armorsmith	-5248, -2359
4	Artisan	-5160, -2325
5	Artisan (Guild Hall G)	-5200, -2323
6	Bounty Hunter	-5232, -2241
7	Brawler	-5211, -2449
8	Brawler (Guild Hall F)	-5211, -2443
9	Carbine	-5139, -2515
10	Combat Medic (Med. Center)	-5154, -2218
11	Combat Medic (Med. Center)	-5108, -2222
12	Commando	-5180, -2349
13	Dancer (Guild Hall E)	-5010, -2280
14	Doctor (Medical Center)	-5147, -2206
15	2 Doctor (Medical Center)	-5101, -2208
16	Doctor	-5104, -2249
17	Droid Engineer (Guild Hall D)	-5021, -2432
18	Entertainer (Guild Hall E)	-5002, -2261
19	Entertainer	-5078, -2354
20	Fencer	-5219, -2164
21	Image Designer (Guild Hall E)	-5050, -2262
22	Marksman (Guild Hall F)	-5200, -2444
23	Medic	-5154, -2238
24	2 Medic (Medical Center)	-5140, -2217
25	Medic (Medical Center)	-5109, -2212
26	Merchant (Guild Hall D)	-4998, -2412
27	Musician (Guild Hall E)	-5000, -2280
28	Pistoleer	-5241, -2455
29	Pikeman	-5277, -2325
30	2 Politician	-5165, -2461
31	Ranger	-5167, -2535
32	Rifleman	-5215, -2373
33	Scout	-4952, -2374
34	Scout (Guild Hall F)	-5211, -2925
35	Swordsman	-5214, -2167
36	Weaponsmith	-5274, -2424
37	Weaponsmith (Guild Hall D)	-5013, -2426

MAP	BUILDINGS	COORDS
A	Bank	-5086, -2452
B	Cloning Facility	-5002, -2482
C	Garage	-5231, -2494
D	Guild Hall D	-5011, -2398
E	Guild Hall E (Stage Door / Front Door)	-5056, -2281 / -5030, -2354
F	Guild Hall F	-5200, -2411
G	Guild Hall G	-5200, -2357
H	Hotel	-5286, -2270
I	Hotel	-5129, -2339
J	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-5142, -2238 / -5109, -2232 / -5142, -2193 / -5109, -2193
K	Shuttle Port	-5250, -2158
L	Starport	-5312, -2219

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RESTUSS

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	5397, 5593
2	Architect	5511, 5663
3	Armorsmith (Guild Hall F)	5370, 5608
4	Artisan (Guild Hall E)	5237, 5687
5	Artisan	5256, 5600
6	Bio-engineer	5163, 5627
7	Bio-engineer	5351, 5484
8	Brawler (Guild Hall D)	5457, 5814
9	Brawler	5335, 5530
10	Chef	5181, 5668
11	Combat Medic (Med. Center)	5315, 5581
12	Combat Medic (Med. Center)	5270, 5585
13	Creature Handler	5134, 5749
14	Dancer	5437, 5564
15	Dancer (Guild Hall C)	5448, 5560
16	Doctor (Medical Center)	5323, 5595
17	2 Doctor (Medical Center)	5277, 5597

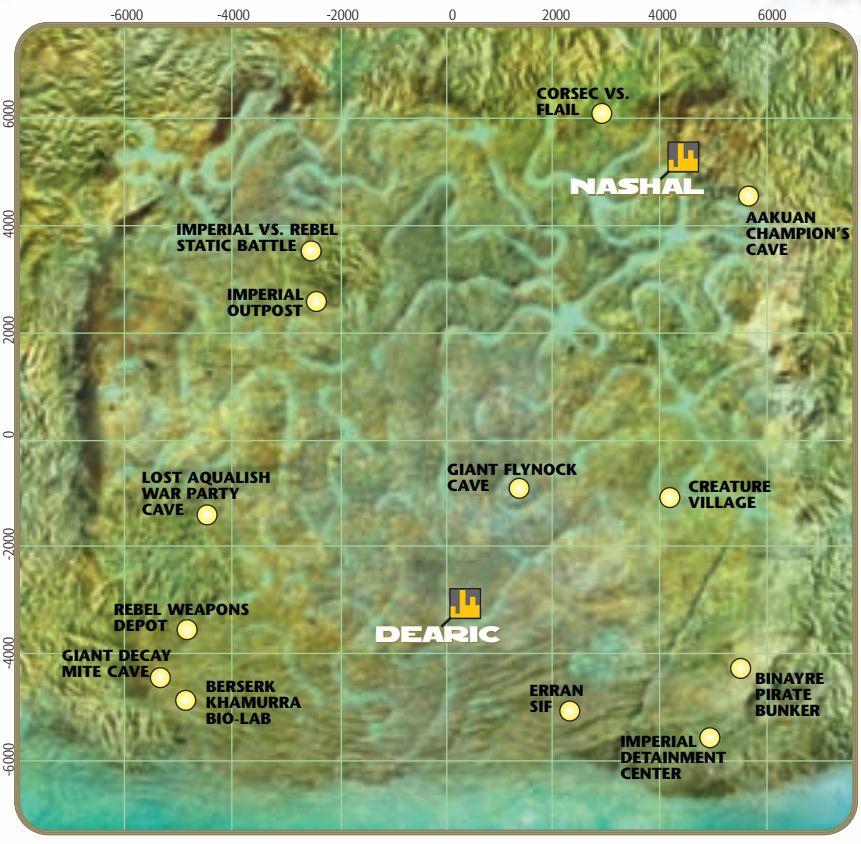
7 (outside the walls)

18	Droid Engineer	5186, 5720
19	Droid Engineer (Guild Hall F)	5374, 5593
20	Entertainer (Guild Hall C)	5440, 5540
21	Entertainer	5433, 5558
22	Image Designer (Guild Hall C)	5489, 5542
23	Image Designer	5255, 5850
24	Marksman	5528, 5641
25	Marksman (Guild Hall D)	5446, 5815
26	Medic	5373, 5588
27	Medic (Medical Center)	5284, 5587
28	2 Medic (Medical Center)	5315, 5592
29	Merchant	5389, 5672
30	Merchant (Guild Hall F)	5397, 5613
31	Musician	5432, 5569
32	Musician (Guild Hall C)	5438, 5560
33	2 Politician	5229, 5633
34	Scout (Guild Hall D)	5458, 5796
35	Scout	5371, 5539
36	Tailoring	5209, 5729
37	Weaponsmith (Guild Hall F)	5382, 5599

MAP	BUILDINGS	COORDS
A	Bank	5196, 5584
B	Cloning Facility	5412, 5881
C	Guild Hall C	5466, 5628
	(Stage Door / Front Door)	5494, 5561
D	Guild Hall D	5445, 5782
E	Guild Hall E	5237, 5722
F	Guild Hall F	5385, 5626
G	Hotel	5150, 5683
H	Medical Center (Door 1 /	5314, 5613 /
	Door 2 /	5314, 5573 /
	Door 3 /	5281, 5573 /
	Door 4)	5281, 5613
I	Shuttle Port	5213, 5796
J	Starport	5364, 5666

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TALUS

One of the five habitable planets in the Corellian system, Talus is a temperate world similar to Corellia. It has a wide range of terrain, including forests, grass plains, and mud flats. The planet is inhabited by three sentient species: humans, the stocky Drall, and the sleek Selonians. Although all three species generally coexist peacefully, they have a history of political conflict marked by sporadic violence.

Talus is the same size as its sister planet, Tralus. Both orbit a common center of gravity, and are together known as the Double Worlds. Both Talus and Tralus are governed by the elected Federation of the Double Worlds, or Fed-Dub.

Like Corellia, Talus remained neutral in the early days of the Galactic Civil War. The Empire monitors Talus for Rebel activity, but allows Fed-Dub to operate independently and has yet to interfere with any of the planet's major corporations. Although less renowned than Corellia, the planet has a vibrant economy that revolves around starship manufacturing.

Talus holds many mysteries for explorers. It is rumored that a planetary repulsor is located beneath the world's surface. This device may have been used eons before the Battle of Yavin, presumably to move Talus from an unknown location into its current orbit.

TALUS POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Aakuan Champion's Cave	5939, 4562
Berserk Khamurra Bio-Lab	-4816, -4752
Binayre Pirate Bunker	5526, -4073
Corsec vs. Flail	2938, 6004
Creature Village	4174, 1162
Erran Sif	2145, -5576
Giant Decay Mite Cave	-5505, -4680
Giant Flynock Cave	1508, -858
Imperial Detainment Center (Faction Bunker)	4963, -5977
Imperial Outpost	-2193, 2494
Corellia Imperial Pilot 1 Trainer	-2183, 2264
Imperial vs Rebel Static Battle	-2595, 3724
Lost Aqualish War Party Cave	-4268, -1432
Rebel Weapons Depot (Faction Bunker)	-4899, -3137

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CITIES OF TALUS



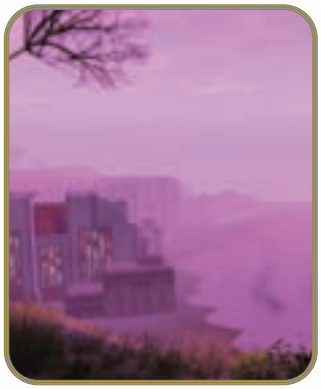


DEARIC

MAP	TRAINER	COORDS
1	Architect (Guild Hall I)	628, -3062
2	Armorsmith (Guild Hall I)	599, -3070
3	Armorsmith	351, -2876
4	Artisan	500, -3043
5	Artisan (Guild Hall J)	459, -3070
6	Artisan (Capitol)	681, -3200
7	Brawler	549, -2934
8	Brawler (Guild Hall G)	551, -2886
9	Carbine	583, -2873
10	Dancer (Guild Hall H)	558, -3094
11	Droid Engineer (Guild Hall I)	612, -3078
12	Entertainer (Guild Hall H)	566, -3074
13	Fencer	548, -2865
14	Image Designer (Guild Hall H)	518, -3076
15	Marksman (Guild Hall G)	540, -2885
16	Marksman	586, -2873
17	Medic (Medical Center)	317, -3054
18	Merchant (Guild Hall I)	614, -3047
19	Merchant	331, -2914
20	Musician (Guild Hall H)	568, -3094
21	Pistoleer	583, -2871
22	Pikeman	522, -2934
23	2 Politician	698, -3110
24	Rifleman	587, -2870
25	Scout	700, -2911
26	Scout (Guild Hall G)	552, -2904
27	Smuggler	168, -2893
28	Squad Leader	588, -2934
29	Swordsman	552, -2865
30	Tailoring	369, -2877
31	Teräs Käsi (Cantina)	418, -2906
32	Weaponsmith (Guild Hall I)	613, -3068
33	Weaponsmith	516, -2912
R4	Naboo Rebel Pilot 4	540, -3150

MAP	BUILDINGS	COORDS
A	Bank	538, -2985
B	Cantina (Door 1 / Door 2)	490, -2936 / 389, -2945
C	Capitol	684, -3139
D	Cloning Facility	254, -3070
E	Garage	675, -2867
F	Garage	185, -3087
G	Guild Hall G	540, -2916
H	Guild Hall H (Stage Door / Front Door)	512, -3095 / 540, -3161
I	Guild Hall I	597, -3047
J	Guild Hall J	482, -3046
K	Hotel	692, -3000
L	Medical Center (Door 1 / Door 2)	342, -3055 / 295, -3055
M	Shuttle Port	700, -3046
N	Starport	324, -2928

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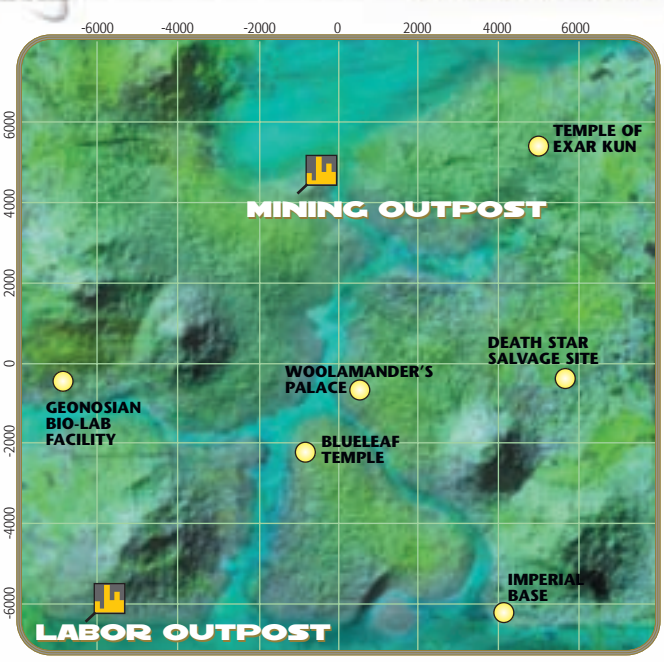
NASHAL

MAP	TRAINER	COORDS
1	Architect	4221, 5126
2	Architect (Guild Hall D)	4299, 5119
3	Armorsmith (Guild Hall D)	4275, 5102
4	Artisan (Guild Hall E)	4518, 5230
5	Artisan	4410, 5309
6	Bio-Engineering	4341, 5113
7	Brawler	4409, 5287
8	Brawler (Guild Hall C)	4286, 5395
9	Chef	4283, 5172
10	Combat Medic (Med. Center)	4505, 5169
11	Combat Medic	4398, 5364
12	Creature Handler	4467, 5482
13	Dancer	4338, 5339
14	Doctor (Medical Center)	4503, 5163
15	Doctor	4490, 5182
16	Droid Engineer (Guild Hall D)	4290, 5100
17	Droid Engineer	4290, 5451
18	Entertainer	4366, 5320
19	Entertainer (Cantina)	4309, 5327
20	Fencer	4509, 5159
21	Image Designer	4346, 5054
22	Marksman	4366, 5294
23	Marksman (Guild Hall C)	4285, 5384
24	Medic	4397, 5280
25	Merchant (Guild Hall D)	4281, 5129
26	Musician	4335, 5326
27	Ranger	4234, 5262
28	Scout	4377, 5302
29	Scout (Guild Hall C)	4304, 5396
30	Weaponsmith (Guild Hall D)	4288, 5109

MAP	BUILDINGS	COORDS
A	Cantina (Door 1 / Door 2)	4335, 5311 / 4234, 5301
B	Cloning Facility	4529, 5139
C	Guild Hall C	4319, 5384
D	Guild Hall D	4264, 5125
E	Guild Hall E	4486, 5219
F	Hotel	4359, 5165
G	Medical Center (Door 1 / Door 2)	4496, 5188 / 4509, 5148
H	Shuttle Port	4329, 5430
I	Starport	4452, 5285

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YAVIN 4

Yavin 4 is a jungle moon orbiting the gas giant planet of Yavin. An Imperial presence, established after the Battle of Yavin, makes traveling to the planet difficult and dangerous.

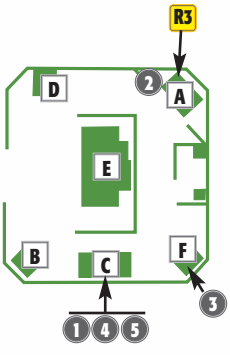
In ***Star Wars* Galaxies**, the moon remains a hotbed of conflict between the Empire and the Rebels. Battles for control of Yavin 4 are a central part of the ongoing Galactic Civil War, as is the exploration of its abandoned temples. The adventurous will encounter a variety of creatures. The Massassi, the original inhabitants of Yavin 4, have long since disappeared, but rumors persist of survivors in the jungles....

YAVIN 4 POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Woolamander's Palace	467, -693
Blueleaf Temple	-976, -2039
Imperial Base	4064, -6195
Tatooine Imperial Pilot 2 Trainer	3997, -6195
Corellia Imperial Pilot 2 Trainer	4030, -6215
Tatooine Imperial Pilot 3 Trainer	4064, -6195
Corellia Imperial Pilot 3 Trainer	4064, -6195
Death Star Salvage Site	5852, -337
Tatooine Rebel Pilot 2 Trainer	5852, -337
Temple of Exar Kun	5163, 5539
Geonosian Bio-Lab Facility	-6494,-418

LABOR OUTPOST

MAP	TRAINER	COORDS
1	Brawler (Hotel)	-6921, -5761
2	Entertainer	-6901, -5654
3	Marksman (Tower upstairs)	-6879, -5760
4	2 Rifleman (Hotel)	-6938, -5760
5	Teräs Käsi (Hotel)	-6928, -5768
R3	Corellia Rebel Pilot 3	-6896, -5668
MAP	**BUILDINGS**	**COORDS**
A	Cantina	-6896, -5663
B	Cloning Facility	-6973, -5757
C	Hotel (Door 1 / Door 2)	-6924, -5757 / -6942, -5758
D	Medical Center	-6966, -5666
E	Starport	-6927, -5709
F	Tower	-6886, -5756





MINING OUTPOST

MAP	BUILDINGS	COORDS
A	Cantina	-355, 4861
B	Cloning Facility	-353, 4847
C	Hotel	-336, 4847
D	Medical Center	-276, 4843
E	Starport	-273, 4896

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ENDOR

***Star Wars* Galaxies** gameplay occurs on the forest moon of Endor, as opposed to the gas giant planet that's also named Endor. The Endor "System" is located at the edge of the Moddell Sector. Prominently featured in *Star Wars: Return of the Jedi*, the forest moon of Endor has great significance in the *Star Wars* saga as the site of the Battle of Endor. The battle is fought to abort the secret construction of the Empire's second Death Star battle station. ***Star Wars* Galaxies** takes place during the Galactic Civil War, before the Battle of Endor. The threat of a second Death Star looms as the Empire pushes forward with construction of another of these deadly weapons.

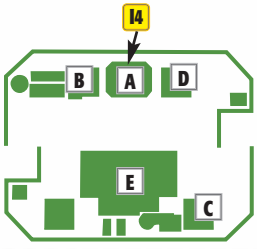
Endor's terrain incorporates the Ewoks' treetop villages, the Gorax caves, and other wilderness areas. There are no cities or urban regions of commerce on Endor and there are no opportunities for new residents to build homes or establish settlements. However, Endor offers great chances to develop interesting trade relations with some of its inhabitants, including Ewok tribes and cunning Marauders, if their trust can be earned.

ENDOR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Ewok Tree Village 1	6, -5
Ewok Tree Village 2	4661, -2425
Ewok Lake Village 1	1578, -3271
Ewok Lake Village 2	-605, -4940
Dulok Village 1	5921, -2514
Dulok Village 2	-1287, 2904
Marauder Base	-4838, -2339
Orphaned Marauder's Cave	-6816, 675
Jinda Ritualist's Cave	-1681, -40
Korga Cave	2316, 3454
Death Watch Bunker	-4680, 4330

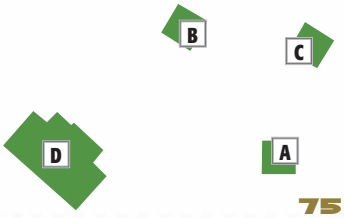
RESEARCH OUTPOST

MAP	TRAINER	COORDS
I4	Tatooine Imperial Pilot 4	3223, -3442
MAP	**BUILDINGS**	**COORDS**
A	Cantina	3215, -3450
B	Cloning Facility	3199, -3449
C	Hotel	3255, -3495
D	Medical Center	3245, -3450
E	Starport	3209, -3499

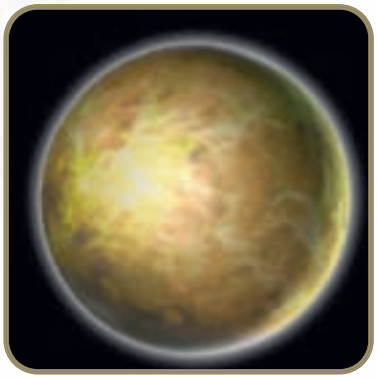


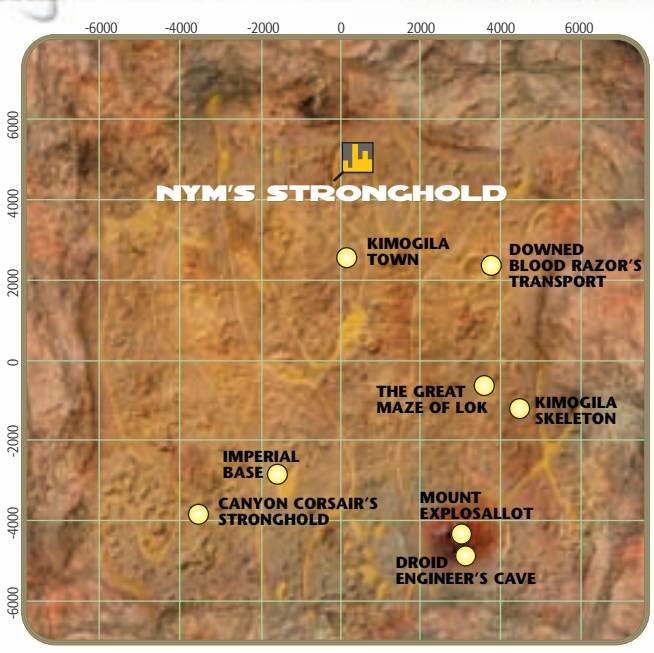
SMUGGLER'S OUTPOST

MAP	BUILDINGS	COORDS
A	Cantina	-871, 1565
B	Cloning Facility	-905, 1613
C	Medical Center	-854, 1601
D	Starport	-955, 1557



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LOK

One of the first planets in the Karthakk system to be colonized, the harsh world of Lok was originally home to outlaws, who saw the world as a potential staging ground for raids into the Mid Rim. Over time, Lok became known as a "pirate world," where anarchy and violence were the only constants.

Jagged mountain ranges, long expanses of baked desert, and desolate flats are typical environments on Lok. The presence of pirates and others is evident in the shipwrecks, burned-out bases, abandoned settlements, and destroyed vehicles that litter the planet.

Before the Battle of Naboo, one of the most prominent leaders on Lok was a Feeorin pirate named Nym. The hardy alien—who has only become more formidable with age—spent many years battling the Trade Federation. He is now a local crime lord. It is also rumored that he is very sympathetic to the Rebellion….

Players who visit Lok can expect to encounter a wide range of threats, from marauding pirates to the local wildlife, most of which is decidedly dangerous. However, those who prove themselves to Nym will gain access to a number of lucrative and exciting missions.

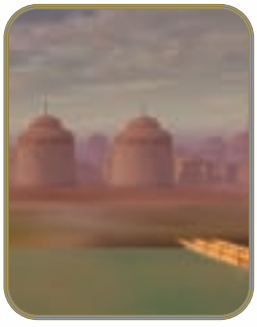
LOK POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Mount Explosallot	3091, -4638
Imperial Outpost	-1785, -3087
Kimogila Skeleton	4572, -1114
Kimogila Town	40, 2634
Canyon Corsair's Stronghold	-3772, -3904
Downed Blood Razor's Transport	3718, 2263
Droid Engineer's Cave	3348, -4910
The Great Maze of Lok	3825, -463

NYM'S STRONGHOLD

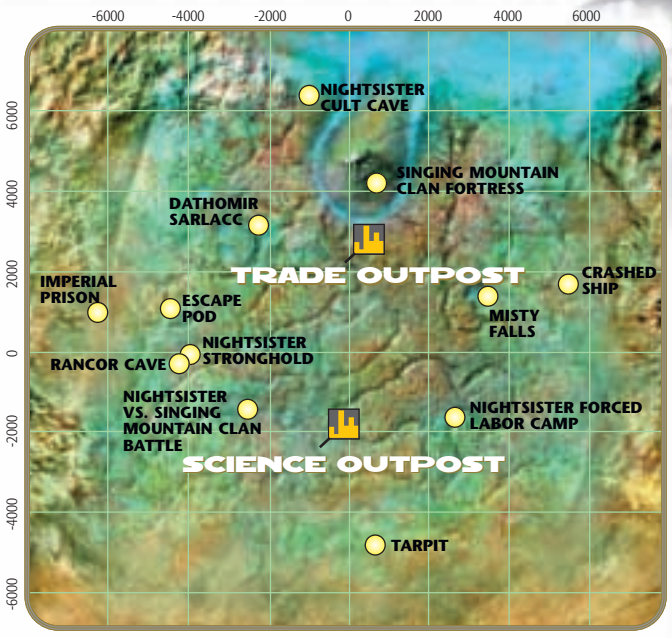
TRAINER	COORDINATES
Combat Medic (Medical Center)	583, 5101
Combat Medic (Medical Center)	598, 5144
Doctor (Medical Center)	573, 5110
Doctor (Medical Center)	586, 5155
Medic (Medical Center)	585, 5114
Medic (Medical Center)	588, 5145
Tatooine Imperial Pilot 2	439, 4791
Tatooine Imperial Pilot 2	481, 4960
Corellia Rebel Pilot 2	475, 4790
Corellia Privateer Pilot 3	526, 5062
Corellia Rebel Pilot 4	420, 5107

BUILDINGS	COORDINATES
Bank	427, 5050
Cantina (Door 1 / Door 2)	541, 5091 / 470, 5022
Cloning Facility	211, 5138
Hotel	420, 5136
Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	559, 5118 / 599, 5109 / 606, 5141 / 569, 5149
Nym's Keep	471, 4827
Star Port	474, 5511



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DATHOMIR

Dathomir is a low-gravity world located in the Quelii sector. The planet is inhabited by the Witches of Dathomir, a group of Force-sensitive women who ride fearsome rancors. These witches live in different clans that include a group of dark siders called the Nightsisters. The "Singing Mountain Clan" and the Nightsisters are at odds with one another—and with visitors who fail to show the proper respect. Visitors can align themselves with either side and benefit from trade with these powerful creatures.

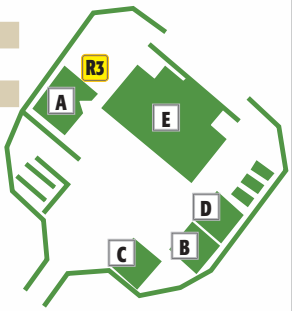
Dathomir can be accessed only by special charter transports operated by skilled pilots. Its terrain is dangerous. Besides rancors, the witches are a constant threat on Dathomir.

DATHOMIR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Crashed Ship	5669, 1833
Imperial Prison	-6091, 1010
Dathomir Sarlacc	-2091, 3177
Escape Pod	-4446, 596
Misty Falls	3566, 1560
Tarpit	651, -4888
Nightsister Stronghold	-3904, -66
Singing Mountain Clan Fortress	675, 4063
Nightsister vs Singing Mountain Clan Battle	-2475, 1495
Nightsister Cult Cave	-1178, 6286
Nightsister Forced Labor Camp	2422, -1681
Rancor Cave	-4150, -50

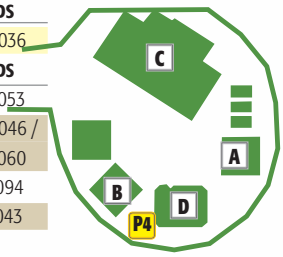
SCIENCE OUTPOST

MAP	TRAINER	COORDS
R3	Tatooine Rebel Pilot 3	-115, -1574
MAP	**BUILDINGS**	**COORDS**
A	Cantina	-112, -1585
B	Cloning Facility	-69, -1626
C	Hotel	-81, -1632
D	Medical Center	-61, -1617
E	Starport	-52, -1582



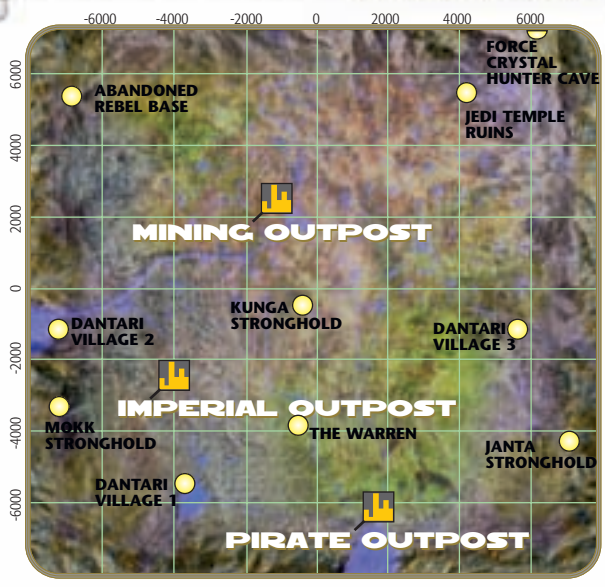
TRADE OUTPOST

MAP	TRAINER	COORDS
P4	Tatooine Privateer Pilot 4	603, 3036
MAP	**BUILDINGS**	**COORDS**
A	Cloning Facility	620, 3053
B	Hotel (Door 1 / Door 2)	582, 3046 / 575, 3060
C	Starport	613, 3094
D	Tavern	610, 3043



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DANTOOINE

Dantooine is an isolated world dominated by sprawling grasslands and large oceans. Humanoid nomads, known as the Dantari, inhabit the planet.

Dantooine once served as the site of a small Jedi academy overseen by Master Vodo-Siosk Baas. A handful of colonists, who live in rustic family estates have spread across the planet. The planet has three small space ports to handle new arrivals.

The Rebel Alliance's primary base was once here. The Rebels eventually discovered an Imperial tracking device aboard a cargo shipment to the base, and promptly evacuated the site in a single day. When Grand Moff Tarkin threatened to destroy Princess Leia's homeworld of Alderaan, she revealed that Dantooine was indeed a Rebel hideout, although she was aware that the Rebels had already abandoned the planet.

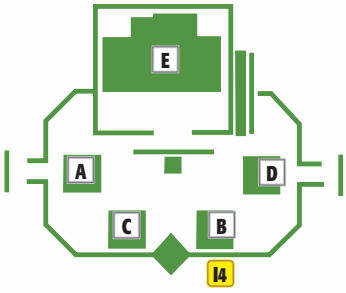
Since the destruction of the Death Star, the Empire has established a small outpost on Dantooine, if only to prevent the Rebels from returning. In addition, Dantooine is the central base of operation for a small band of smugglers known as the Gray Talon.

DANTOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
"Abandoned" Rebel Base	-6858, 5725
Naboo Rebel Pilot 2 Trainer	-6827, 5539
Naboo Rebel Pilot 3 Trainer	-6827, 5539
Dantari Village 1	-3929, -5632
Dantari Village 2	-7144, -1053
Dantari Village 3	5704, -596
Jedi Temple Ruins	4258, 5374
Force Crystal Hunter Cave	6233, 7319
Janta Stronghold	6974, -4116
Mokk Stronghold	-7266, -3295
Kunga Stronghold	-357, -225
The Warren	-569, -3772

IMPERIAL OUTPOST

MAP	TRAINER	COORDS
I4	Corellia Imperial Pilot 4	-4207, -2430
MAP	**BUILDINGS**	**COORDS**
A	Bank	-4252, -2407
B	Cantina	-4207, -2421
C	Cloning Facility	-4242, -2422
D	Medical Center	-4197, -2408
E	Starport	-4215, -2350



MINING OUTPOST

TRAINER	COORDS
Corellia Privateer Pilot 4	-587, 2489
BUILDINGS	**COORDS**
Cloning Facility	-640, 2449
Hotel	-613, 2480
Starport	-640, 2502
Tavern	-582, 2499

PIRATE OUTPOST

BUILDINGS	COORDS
Cloning Facility	1568, -6428
Hotel	-1626, -6366
Hotel	-1602, -6428
Starport	1575, -6416
Tavern	1581, -6368

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TERMINALS

One of the best resources for gaining experience, credits and resources is the terminal. As you can see from this long list, there are quite a few terminals around!

Abbreviations include: T > Terminal and MT > Mission Terminal.

CORELLIA

BELA VISTAL

(See map, p. 63.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	6921 -5564	-	Hotel
Artisan MT	6713 -5546	-	Guild Hall
Artisan MT	6700 -5546	-	Guild Hall
Artisan MT	6691 -5594	-	Guild Hall
Artisan MT	6722 -5594	-	Guild Hall
Bazaar T	6643 -5942	-	Shuttle Port
Bazaar T	6650 -5942	-	Shuttle Port
Entertainer MT	6693 -5594	-	Guild Hall
Entertainer MT	6720 -5594	-	Guild Hall
Explorer MT	6914 -5603	-	Hotel
Explorer MT	6689 -5594	-	Guild Hall
Explorer MT	6724 -5594	-	Guild Hall
Explorer MT	6837 -5771	-	Guild Hall
Explorer MT	6836 -5795	-	Guild Hall
Imperial MT	6713 -5805	-	Medical Center
Imperial MT	6724 -5805	-	Medical Center
Junk Dealer Celu Fenak	6758 -5779	-	Cantina
Mission T	6921 -5567	-	Hotel
Mission T	6914 -5601	-	Hotel
Mission T	6712 -5545	-	Guild Hall
Mission T	6702 -5544	-	Guild Hall
Mission T	6697 -5599	-	Guild Hall
Mission T	6715 -5598	-	Guild Hall
Mission T	6836 -5781	-	Guild Hall
Mission T	6836 -5785	-	Guild Hall

CORONET

(See map, p. 64.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	-371 -4528	B	Cantina
Artisan MT	-370 -4528	B	Cantina
Artisan MT	-194 -4402	G	Guild Hall
Artisan MT	-194 -4376	G	Guild Hall
Artisan MT	-190 -4345	G	Guild Hall
Artisan MT	-228 -4345	H	Guild Hall
Artisan MT	20 -4430	J	Guild Hall
Artisan MT	20 -4448	J	Guild Hall
Artisan MT	-134 -4714	P	Starport
Banking T	-308 -4640	O	Shuttle Port
Banking T	-341 -4640	O	Shuttle Port
Bazaar T	-74 -4600	A	Bank
Bazaar T	-53 -4577	A	Bank
Bazaar T	-34 -4599	A	Bank
Bazaar T	-54 -4620	A	Bank
Bazaar T	-363 -4536	B	Cantina
Bazaar T	-314 -4644	O	Shuttle Port
Bazaar T	-338 -4644	O	Shuttle Port
Bounty Hunter MT	-342 -4445	B	Cantina
Bounty Hunter MT	-221 -4472	C	Capital
Bounty Hunter MT	-194 -4472	C	Capital
Entertainer MT	-357 -4541	B	Cantina
Entertainer MT	-359 -4540	B	Cantina
Entertainer MT	-192 -4345	G	Guild Hall
Entertainer MT	-227 -4345	H	Guild Hall
Entertainer MT	-237 -4160	I	Guild Hall
Entertainer MT	-237 -4158	I	Guild Hall
Entertainer MT	-237 -4156	I	Guild Hall
Entertainer MT	-179 -4164	I	Guild Hall
Entertainer MT	-179 -4166	I	Guild Hall
Entertainer MT	-179 -4168	I	Guild Hall
Entertainer MT	-137 -4731	P	Starport
Explorer MT	-330 -4442	B	Cantina
Explorer MT	-328 -4442	B	Cantina
Explorer MT	-189 -4345	G	Guild Hall
Explorer MT	-230 -4345	H	Guild Hall
Explorer MT	-225 -4374	H	Guild Hall
Explorer MT	-225 -4404	H	Guild Hall
Explorer MT	30 -4664	K	Hotel
Explorer MT	30 -4682	K	Hotel
Explorer MT	-138 -4736	P	Starport
Mission T	-335 -4442	B	Cantina
Mission T	-333 -4442	B	Cantina
Mission T	-194 -4405	G	Guild Hall
Mission T	-194 -4374	G	Guild Hall
Mission T	-194 -4345	G	Guild Hall
Mission T	-225 -4345	H	Guild Hall
Mission T	-225 -4376	H	Guild Hall
Mission T	-225 -4402	H	Guild Hall
Mission T	20 -4428	J	Guild Hall
Mission T	20 -4450	J	Guild Hall
Mission T	31 -4664	K	Hotel
Mission T	31 -4680	K	Hotel
Mission T	-133 -4707	P	Starport

DAOBA GUERFEL

(See map, p. 65.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	3202 5315	B	Cantina
Artisan MT	3190 4985	G	Guild Hall
Artisan MT	3175 4994	G	Guild Hall
Artisan MT	3175 4995	G	Guild Hall
Artisan MT	3289 5575	K	Starport
Artisan MT	3288 5569	K	Starport
Banking T	3091 5010	J	Shuttle Port
Bazaar T	3195 5372	A	Bank
Bazaar T	3195 5400	A	Bank
Bazaar T	3224 5400	A	Bank
Bazaar T	3224 5372	A	Bank
Bazaar T	3088 5010	J	Shuttle Port
Bounty Hunter MT	3167 5339	A	Bank
Bounty Hunter MT	3164 5340	A	Bank
Entertainer MT	3202 5318	B	Cantina
Entertainer MT	3390 5474	D	Guild Hall
Entertainer MT	3390 5473	D	Guild Hall
Entertainer MT	3390 5472	D	Guild Hall
Entertainer MT	3198 4985	G	Guild Hall
Entertainer MT	3296 5572	K	Starport
Entertainer MT	3292 5577	K	Starport
Entertainer MT	3291 5568	K	Starport
Explorer MT	3198 5319	B	Cantina
Explorer MT	3200 5319	B	Cantina
Explorer MT	3199 4975	G	Guild Hall
Explorer MT	3286 5573	K	Starport
Mission T	3199 5312	B	Cantina
Mission T	3199 5310	B	Cantina
Mission T	3188 4975	G	Guild Hall
Mission T	3295 5570	K	Starport
Mission T	3294 5575	K	Starport

KOR VELLA

(See map, p. 66.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	-3657 3086	E	Guild Hall
Artisan MT	-3686 3102	E	Guild Hall
Artisan MT	-3439 3196	F	Guild Hall
Artisan MT	-3431 3200	F	Guild Hall
Artisan MT	-3261 3116	G	Hotel
Artisan MT	-3268 3099	G	Hotel
Banking T	-3501 3129	A	Cantina
Banking T	-3252 3120	G	Hotel
Banking T	-3266 3090	G	Hotel
Banking T	-3807 3173	I	Medical Center
Banking T	-3772 3211	J	Shuttle Port
Banking T	-3126 2790	K	Starport
Bazaar T	-3790 3177	I	Medical Center
Bazaar T	-3775 3192	I	Medical Center
Bazaar T	-3151 2780	K	Starport
Bazaar T	-3151 2784	K	Starport
Entertainer MT	-3666 3081	E	Guild Hall
Entertainer MT	-3685 3092	E	Guild Hall
Entertainer MT	-3259 3116	G	Hotel
Entertainer MT	-3266 3098	G	Hotel
Explorer MT	-3427 3350	D	Guild Hall
Explorer MT	-3396 -3350	D	Guild Hall
Explorer MT	-3659 3086	E	Guild Hall
Explorer MT	-3684 3101	E	Guild Hall
Explorer MT	-3261 3114	G	Hotel
Explorer MT	-3269 3100	G	Hotel
Mission T	-3425 -3350	D	Guild Hall
Mission T	-3400 3350	D	Guild Hall
Mission T	-3672 3080	E	Guild Hall
Mission T	-3683 3085	E	Guild Hall
Mission T	-3441 3196	F	Guild Hall
Mission T	-3431 3202	F	Guild Hall
Mission T	-3264 3113	G	Hotel
Mission T	-3269 3102	G	Hotel

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TYRENA

(See map, p. 67.)

Artisan MT	-5086 -2408	A	Bank
Artisan MT	-5082 -2404	A	Bank
Artisan MT	-5429 -2707	E	Guild Hall
Artisan MT	-5432 -2708	E	Guild Hall
Artisan MT	-5433 -2708	E	Guild Hall
Artisan MT	-5033 -2344	M	Shuttle Port
Artisan MT	-5035 -2343	M	Shuttle Port
Bazaar T	-5120 -2369	A	Bank
Bounty Hunter MT	-5131 -2364	A	Bank
Bounty Hunter MT	-5126 -2359	A	Bank
Bounty Hunter MT	-5421 -2698	E	Guild Hall
Bounty Hunter MT	-5424 -2698	E	Guild Hall
Bounty Hunter MT	-5050 -2316	N	Starport
Bounty Hunter MT	-5061 -2306	N	Starport
Entertainer MT	-5130 -2404	A	Bank
Entertainer MT	-5126 -2407	A	Bank
Entertainer MT	-5193 -2561	B	Cantina
Entertainer MT	-5194 -2562	B	Cantina
Entertainer MT	-5578 -2657	H	Guild Hall
Entertainer MT	-5580 -2657	H	Guild Hall
Entertainer MT	-5578 -2598	H	Guild Hall
Entertainer MT	-5580 -2598	H	Guild Hall
Entertainer MT	-5567 -2626	H	Guild Hall
Entertainer MT	-5568 -2626	H	Guild Hall
Entertainer MT	-5035 -2341	M	Shuttle Port
Entertainer MT	-5036 -2340	M	Shuttle Port
Explorer MT	-5084 -2406	A	Bank
Explorer MT	-5083 -2405	A	Bank
Explorer MT	-5193 -2559	B	Cantina
Explorer MT	-5193 -2564	B	Cantina
Explorer MT	-5446 -2707	F	Guild Hall
Explorer MT	-5447 -2707	F	Guild Hall
Explorer MT	-5450 -2668	G	Guild Hall
Explorer MT	-5450 -2666	G	Guild Hall
Explorer MT	-5049 -2295	N	Starport
Explorer MT	-5052 -2296	N	Starport
Mission T	-5128 -2404	A	Bank
Mission T	-5128 -2406	A	Bank
Mission T	-5191 -2558	B	Cantina
Mission T	-5194 -2566	B	Cantina
Mission T	- 5449 -2707	F	Guild Hall
Mission T	-5451 -2707	F	Guild Hall
Mission T	-5450 -2672	G	Guild Hall
Mission T	-5450 -2670	G	Guild Hall
Mission T	-5041 -2307	N	Starport
Bazaar T	-5541 -6207	-	Hotel
Bazaar T	-5542 -6212	-	Hotel
Junk Dealer Iwop	-5441 -6224	-	Hotel
Junk Dealer Yfov Ialog	-5661 -6172	-	Hotel

DANTOOINE

IMPERIAL OUTPOST

(See map, p. 78.)

Banking T	-4250, -2402	A	Bank
Banking T	-4260, -2411	A	Bank
Bazaar T	-4250, -2412	A	Bank
Bazaar T	-4263, -2403	A	Bank
Cloning T	-4242, -2434	C	Cloning Facility
Imperial MT	-4222, -2435	B/C	Tower
Imperial MT	-4197, -2410	D	Medical Center
Insurance T	-4247, -2433	C	Cloning Facility
Mission T	-4208, -2375	E	Starport

MINING OUTPOST

(See map, p. 78.)

Banking T	-630, 2501	–	Starport
Banking T	-602, 2469	–	Bank
Bazaar T	-620, 2490	–	Starport
Bazaar T	-607, 2468	–	Bank
Cloning T	-631, 2441	–	Cloning Facility
Insurance T	-635, 2439	–	Cloning Facility
Mission T	-609, 2482	–	Bank
Starship T	-644, 2497	–	Starport
Ticket T	-646, 2495	–	Starport

PIRATE OUTPOST

(See map, p. 78.)

Banking T	1604, -6366	–	Bank
Banking T	1570, -6366	–	Tavern
Bazaar T	1615, -6367	–	Bank
Bazaar T	1560, -6366	–	Tavern
Cloning T	1580, -6428	–	Cloning Facility
Insurance T	1579, -6431	–	Cloning Facility
Mission T	1613, -6390	–	Starport
Mission T	1567, -6390	–	Starport
Mission T	1555, -6394	–	Starport
Starship T	1582, -6416	–	Starport
Ticket T	1585, -6415	–	Starport

DATHOMIR

SCIENCE OUTPOST

(See map, p. 77.)

Banking T	-80, -1590	E	Starport
Banking T	-72, -1597	E	Starport
Bazaar T	-82, -1590	E	Starport
Bazaar T	-70, -1598	E	Starport
Cloning T	-62, -1637	B	Cloning Facility
Insurance T	-62, -1627	B	Cloning Facility
Mission T	-69, -1591	E	Starport
Starship T	-58, -1576	E	Starport
Ticket T	-61, -1575	E	Starport

TRADE OUTPOST

(See map, p. 77.)

Banking T	579, 3105	C	Starport
Banking T	569, 3091	C	Starport
Bazaar T	573, 3091	C	Starport
Cloning T	633, 3054	A	Cloning Facility
Insurance T	631, 3049	A	Cloning Facility
Mission T	576, 3065	B	Hotel
Starship T	608, 3099	C	Starport
Ticket T	605, 3099	C	Starport

ENDOR

RESEARCH OUTPOST

(See map, p. 75.)

Banking T	3238, -3500	E	Starport
Bazaar T	3243, -3500	E	Starport
Bazaar T	3231, -3500	E	Starport
Cloning T	3203, -3437	B	Cloning Facility
Insurance T	3195, -3444	B	Cloning Facility
Mission T	3256, -3495	C	Hotel
Mission T	3188, -3496	E	Starport
Starship T	3214, -3500	E	Starport
Ticket T	3216, -3500	E	Starport

SMUGGLER'S OUTPOST

(See map, p. 75.)

Banking T	-863, 1555	A	Cantina
Bazaar T	-868, 1555	A	Cantina
Bounty Hunter MT	-906, 1614	B	Cloning Facility
Cloning T	-916, 1620	B	Cloning Facility
Insurance T	-913, 1623	B	Cloning Facility
Mission T	-854, 1602	C	Medical Center
Mission T	-864, 1566	A	Cantina
Starship T	-960, 1562	D	Starport
Ticket T	-962, 1563	D	Starport

KASHYYYK

KACHIRHO

(See map, p. 16.)

Starship T	-677, -250	Starport

LOK

NYM'S STRONGHOLD

(See map, p. 76.)

Banking T	422, 5045	–	Bank
Bazaar T	460, 5505	–	Starport
Bazaar T	401, 5050	–	Bank
Cloning T	212, 5149	–	Cloning Facility
Entertainer MT	478, 5015	–	Cantina
Explorer MT	436, 5127	–	Hotel
Insurance T	208, 5142	–	Cloning Facility
Jubilee Wheel	404, 5109	–	Hotel
Lugjack Machine	406, 5108	–	Hotel
Mission T	477, 5489	–	Starport
Mission T	439, 5489	–	Starport
Mission T	428, 5199	–	Outside Wall
Mission T	410, 5199	–	Outside Wall
Mission T	481, 5014	–	Cantina
Mission T	627, 5039	–	Medical Center
Mission T	402, 5127	–	Hotel
Mission T	287, 5087	–	Outside Wall
Mission T	627, 5039	–	Outside Wall
Planetary Map T	570, 5115	–	Medical Center
Starship T	466, 5511	–	Starport
Ticket T	463, 5511	–	Starport

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NABOO

DEE'JA PEAK

(See map, p. 57.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	4916 -1398	-	Guild Hall
Artisan MT	4907 -1398	-	Guild Hall
Artisan MT	4731 -1321	-	Guild Hall
Artisan MT	4731 -1316	-	Guild Hall
Banking T	5123 -1468	-	Hotel
Banking T	5140 -1474	-	Hotel
Banking T	4941 -1447	-	Guild Hall
Banking T	4941 -1499	-	Guild Hall
Bazaar T	4937 -1443	-	Guild Hall
Bazaar T	4936 -1502	-	Guild Hall
Bazaar T	4730 -1343	-	Guild Hall
Bazaar T	5339 -1558	-	Shuttle Port
Entertainer MT	4948 -1474	-	Guild Hall
Entertainer MT	4948 -1472	-	Guild Hall
Entertainer MT	4915 -1444	-	Guild Hall
Entertainer MT	4913 -1443	-	Guild Hall
Entertainer MT	4912 -1501	-	Guild Hall
Entertainer MT	4914 -1502	-	Guild Hall
Explorer MT	4724 -1327	-	Guild Hall
Explorer MT	4738 -1327	-	Guild Hall
Junk Dealer Oastaen	5137 -1514	-	Hotel
Lugjack (Slots)	5153 -1438	-	Hotel
Mission T	4920 -1403	-	Guild Hall
Mission T	4901 -1403	-	Guild Hall
Mission T	4733 -1318	-	Guild Hall
Mission T	4728 -1319	-	Guild Hall

KAADARA

(See map, p. 58)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	5157, 6726	G	Guild Hall
Artisan MT	5143, 6712	G	Guild Hall
Artisan MT	5191, 6667	M	Starport
Artisan MT	5191, 6670	M	Starport
Banking T	5081, 6713	A	Bank
Banking T	5073, 6713	A	Bank
Banking T	5073, 6706	A	Bank
Banking T	5080, 6706	A	Bank
Bazaar T	5064, 6726	A	Bank
Bazaar T	5060, 6722	A	Bank
Bazaar T	5090, 6693	A	Bank
Bazaar T	5093, 6697	A	Bank
Bazaar T	5369, 6645	M	Starport
Bazaar T	5369, 6648	M	Starport
Bazaar T	5371, 6655	M	Starport
Bazaar T	5371, 6658	M	Starport
Bounty Hunter MT	4926, 6728	B	Cantina
Bounty Hunter MT	4927, 6726	B	Cantina
Bounty Hunter MT	5190, 6674	M	Starport
Bounty Hunter MT	5191, 6676	M	Starport
Cloning T	5332, 6555	C	Cloning Facility
Cloning T	5333, 6549	C	Cloning Facility
Entertainer MT	4973, 6754	B	Cantina
Entertainer MT	4972, 6756	B	Cantina
Entertainer MT	5002, 6668	B	Cantina
Entertainer MT	5006, 6670	B	Cantina
Entertainer MT	5010, 6673	B	Cantina
Entertainer MT	5305, 6767	H	Guild Hall
Entertainer MT	5305, 6765	H	Guild Hall
Entertainer MT	5305, 6763	H	Guild Hall
Entertainer MT	5195, 6678	M	Starport
Entertainer MT	5194, 6666	M	Starport
Explorer MT	5003, 6669	B	Cantina
Explorer MT	5008, 6672	B	Cantina
Explorer MT	5106, 6756	E	Guild Hall
Explorer MT	5119, 6768	E	Guild Hall
Explorer MT	5190, 6666	M	Starport
Explorer MT	5190, 6678	M	Starport
Imperial MT	5145, 6673	K	Medical Center
Imperial MT	5212, 6719	M	Starport
Imperial MT	5214, 6719	M	Starport
Insurance T	5329, 6551	C	Cloning Facility
Insurance T	5335, 6552	C	Cloning Facility
Lugjack (Slots)	5214, 6801	I	Hotel
Mission T	5002, 6665	B	Cantina
Mission T	5012, 6671	B	Cantina
Mission T	5109, 6752	E	Guild Hall
Mission T	5123, 6766	E	Guild Hall
Mission T	5195, 6675	M	Starport
Mission T	5195, 6672	M	Starport
Mission T	5195, 6669	M	Starport

KEREN

(See map, p. 59.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	1800 2530	G	Guild Hall
Artisan MT	1773 2531	G	Guild Hall
Artisan MT	1700 2601	I	Guild Hall
Artisan MT	1700 2626	I	Guild Hall
Artisan MT	1698 2698	O	PA Hall
Artisan MT	1698 2716	O	PA Hall
Artisan MT	1446 2757	N	Starport
Artisan MT	1446 2783	N	Starport
Banking T	1786 2608	A	Bank
Banking T	1792 2613	A	Bank
Banking T	1787 2619	A	Bank
Banking T	1781 2614	A	Bank
Banking T	1276 2766	N	Starport
Bazaar T	1766 2614	A	Bank
Bazaar T	1786 2634	A	Bank
Bazaar T	1807 2614	A	Bank
Bazaar T	1787 2594	A	Bank
Bazaar T	1276 2758	N	Starport
Bazaar T	1276 2761	N	Starport
Bazaar T	1276 2770	N	Starport
Bazaar T	1276 2773	N	Starport
Bounty Hunter MT	2084 2572	B	Cantina
Bounty Hunter MT	2089 2574	B	Cantina
Cloning T	1948 2755	C	Cloning Facility
Cloning T	1948 2762	C	Cloning Facility
Entertainer MT	2119 2476	B	Cantina
Entertainer MT	2118 2476	B	Cantina
Entertainer MT	1802 2530	G	Guild Hall
Entertainer MT	1771 2531	G	Guild Hall
Entertainer MT	1689 2568	H	Guild Hall
Entertainer MT	1687 2568	H	Guild Hall
Entertainer MT	1685 2568	H	Guild Hall
Entertainer MT	1698 2696	O	PA Hall
Entertainer MT	1697 2718	O	PA Hall
Explorer MT	1875 2628	F	Guild Hall
Explorer MT	1874 2599	F	Guild Hall
Explorer MT	1700 2702	O	PA Hall
Explorer MT	1700 2711	O	PA Hall
Explorer MT	1445 2755	N	Starport
Explorer MT	1445 2784	N	Starport
Imperial MT	2110 2572	B	Cantina
Imperial MT	2111 2571	B	Cantina
Insurance T	1945 2759	C	Cloning Facility
Insurance T	1951 2759	C	Cloning Facility
Junk Dealer Eadaeveig	1242 2732	N	Starport
Junk Dealer Gedo	1274 2787	N	Starport
Lugjack (Slots)	1776 2677	J	Hotel
Mission T	1871 2626	F	Guild Hall
Mission T	1872 2601	F	Guild Hall
Mission T	1797 2545	G	Guild Hall
Mission T	1776 2545	G	Guild Hall
Mission T	1700 2597	I	Guild Hall
Mission T	1700 2630	I	Guild Hall
Mission T	1700 2700	O	PA Hall
Mission T	1700 2714	O	PA Hall
Mission T	1444 2760	N	Starport
Mission T	1444 2780	N	Starport
Rebellion MT	1247 2694	N	Starport

LAKE RETREAT

(See map, p. 57.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Banking T	-5486, -4	-	Shuttle Port
Bazaar T	-5486, -4	-	Shuttle Port
Lugjack(Slots)	-5531, -44	-	Hotel

MOENIA

(See map, p. 60.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	4790 -4966	F	Guild Hall
Artisan MT	4819 -4966	F	Guild Hall
Artisan MT	4883 -4804	G	Guild Hall
Artisan MT	4906 -4825	G	Guild Hall
Artisan MT	4680 -4911	H	Hotel
Artisan MT	4680 -4875	H	Hotel
Artisan MT	4802 -4690	K	Starport
Banking T	4800 -4863	A	Bank
Banking T	4800 -4870	A	Bank
Banking T	4808 -4869	A	Bank
Banking T	4807 -4862	A	Bank
Bazaar T	4788 -4853	A	Bank
Bazaar T	4791 -4882	A	Bank
Bazaar T	4820 -4879	A	Bank
Bazaar T	4817 -4850	A	Bank
Bazaar T	4654 -4621	K	Starport
Bazaar T	4657 -4616	K	Starport
Bazaar T	4671 -4597	K	Starport
Bazaar T	4675 -4592	K	Starport
Cloning T	5021 -4931	C	Cloning Facility
Cloning T	5028 -4930	C	Cloning Facility
Entertainer MT	4788 -4966	F	Guild Hall
Entertainer MT	4821 -4966	F	Guild Hall
Entertainer MT	4677 -4909	H	Hotel
Entertainer MT	4677 -4877	H	Hotel
Explorer MT	4732 -4960	E	Guild Hall
Explorer MT	4711 -4960	E	Guild Hall
Explorer MT	4792 -4965	F	Guild Hall
Explorer MT	4817 -4966	F	Guild Hall
Explorer MT	4693 -4911	H	Hotel
Explorer MT	4692 -4875	H	Hotel
Explorer MT	4793 -4705	K	Starport
Insurance T	5025 -4933	C	Cloning Facility
Insurance T	5025 -4927	C	Cloning Facility
Junk Dealer Egeetromif	4811 -4663	K	Starport
Lugjack (Slots)	4660 -4882	H	Hotel
Mission T	4727 -4965	E	Guild Hall
Mission T	4716 -4965	E	Guild Hall
Mission T	4795 -4981	F	Guild Hall
Mission T	4815 -4981	F	Guild Hall
Mission T	4885 -4806	G	Guild Hall
Mission T	4904 -4824	G	Guild Hall
Mission T	4695 -4909	H	Hotel
Mission T	4695 -4877	H	Hotel
Mission T	4801 -4691	K	Starport
Mission T	4794 -4702	K	Starport

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THEED

(See map, p. 61.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	-4835, 4156	S	Starport
Artisan MT	-4870, 4186	S	Starport
Artisan MT	-5357, 4155	I	Guild Hall I
Artisan MT	-5382, 4156	I	Guild Hall I
Artisan MT	-5437, 4030	H	Guild Hall H
Artisan MT	-5467, 4030	H	Guild Hall H
Artisan MT	-5467, 4198	Q	Guild Hall J
Artisan MT	-5771, 4413	D	Cloning Facility
Artisan MT	-5781, 4400	D	Cloning Facility
Artisan MT	-5690, 4253	K	Hotel
Artisan MT	-5727, 4253	K	Hotel
Banking T	-5127, 4156	B	Bank
Banking T	-5700, 4170	A	Bank
Bazaar T	-5117, 4175	B	Bank
Bazaar T	-5349, 4144	I	Guild Hall I
Bazaar T	-5705, 4150	A	Bank
Bazaar T	-5077, 4297	S	Starport
Bazaar T	-5119, 4333	S	Starport
Bazaar T	-5013, 4250	S	Starport
Cloning T	-4877, 4033	E	Cloning Facility
Cloning T	-5885, 4305	D	Cloning Facility
Elevator T	-5018, 4160	M	Medical Center
Entertainer MT	-4833, 4154	S	Starport
Entertainer MT	-4871, 4187	S	Starport
Entertainer MT	-5435, 4030	H	Guild Hall H
Entertainer MT	-5468, 4030	H	Guild Hall H
Entertainer MT	-5464, 4198	Q	Guild Hall J
Entertainer MT	-5770, 4415	D	Cloning Facility
Entertainer MT	-5783, 4399	D	Cloning Facility
Entertainer MT	-5688, 4253	K	Hotel
Entertainer MT	-5729, 4253	K	Hotel
Explorer MT	-4836, 4157	S	Starport
Explorer MT	-4868, 4185	S	Starport
Explorer MT	-5440, 4030	H	Guild Hall H
Explorer MT	-5464, 4030	H	Guild Hall H
Explorer MT	-5444, 4136	J	Guild Hall J
Explorer MT	-5468, 4136	J	Guild Hall J
Explorer MT	-5469, 4198	Q	Guild Hall J
Explorer MT	-5351, 4396	N/Q	Palace/Shuttle P.
Explorer MT	-5352, 4415	N/Q	Palace/Shuttle P.
Explorer MT	-5693, 4253	K	Hotel
Explorer MT	-5723, 4253	K	Hotel
Imperial MT	-4832, 4195	S	Starport
Imperial MT	-4918, 4225	S	Starport
Imperial MT	-5469, 4411	N	Palace
Insurance T	-4876, 4028	E	Cloning Facility
Insurance T	-5888, 4302	D	Cloning Facility
Jubilee Wheel	-5053, 4090	L	Hotel
Jubilee Wheel	-5723, 4234	K	Hotel
Lugjack Machine	-5056, 4092	L	Hotel
Lugjack Machine	-5720, 4234	K	Hotel
Mission T	-4837, 4158	S	Starport
Mission T	-4867, 4184	S	Starport
Mission T	-5354, 4156	I	Guild Hall I
Mission T	-5383, 4156	I	Guild Hall I
Mission T	-5441, 4015	H	Guild Hall H
Mission T	-5462, 4015	H	Guild Hall H
Mission T	-5449, 4143	J	Guild Hall J
Mission T	-5464, 4143	J	Guild Hall J
Mission T	-5473, 4198	Q	Guild Hall J
Mission T	-5456, 4262	Q	Shuttle Port
Mission T	-5456, 4271	Q	Shuttle Port
Mission T	-5350, 4401	N/Q	Palace/Shuttle P.
Mission T	-5350, 4410	N/Q	Palace/Shuttle P.
Mission T	-5771, 4408	D	Cloning Facility
Mission T	-5777, 4401	D	Cloning Facility
Mission T	-5700, 4259	K	Hotel
Mission T	-5717, 4259	K	Hotel
Newsnet T	-4846, 4183	S	Starport
Starship T	-4811, 4158	S	Starport
Starship T	-4872, 4209	S	Starport
Starship T	-4824, 4204	S	Starport
Ticket T	-4992, 4072	R	Shuttle Port
Ticket T	-4823, 4172	S	Starport
Ticket T	-4856, 4200	S	Starport
Ticket T	-5420, 4317	Q	Shuttle Port
Ticket T	-5860, 4181	P	Shuttle Port

RORI

NARMLE

(See map, p. 69.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	-5169, -2489	A	Bank
Artisan MT	-5169, -2472	A	Bank
Artisan MT	-5267, -2280	H	Hotel
Artisan MT	-5305, -2280	H	Hotel
Artisan MT	-5144, -2346	I	Hotel
Artisan MT	-5148, -2346	I	Hotel
Artisan MT	-5329, -2108	L	Starport
Artisan MT	-5334, -2105	L	Starport
Bazaar T	-5130, -2474	A	Bank
Bazaar T	-5089, -2474	A	Bank
Bazaar T	-5279, -2170	L	Starport
Bazaar T	-5438, -2118	L	Starport
Bazaar T	-5435, -2116	L	Starport
Bazaar T	-5432, -2112	L	Starport
Bazaar T	-5429, -2109	L	Starport
Entertainer MT	-5169, -2485	A	Bank
Entertainer MT	-5168, -2475	A	Bank
Entertainer MT	-5030, -2356	E	Guild Hall
Entertainer MT	-5028, -2356	E	Guild Hall
Entertainer MT	-5026, -2356	E	Guild Hall
Entertainer MT	-5265, -2280	H	Hotel
Entertainer MT	-5307, -2280	H	Hotel
Explorer MT	-5162, -2487	A	Bank
Explorer MT	-5162, -2474	A	Bank
Explorer MT	-5269, -2280	H	Hotel
Explorer MT	-5303, -2280	H	Hotel
Explorer MT	-5110, -2346	I	Hotel
Explorer MT	-5113, -2346	I	Hotel
Junk Dealer Xisri	-5187, -2225	J	Medical Center
Mission T	-5155, -2480	A	Bank
Mission T	-5271, -2280	H	Hotel
Mission T	-5300, -2280	H	Hotel
Mission T	-5112, -2344	I	Hotel
Mission T	-5112, -2348	I	Hotel
Mission T	-5147, -2344	I	Hotel
Mission T	-5147, -2349	I	Hotel
Mission T	-5333, -2109	L	Starport
Mission T	-5331, -2111	L	Starport

RESTUSS

(See map, p. 70.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	5510, 5612	C	Guild Hall
Artisan MT	5509, 5609	C	Guild Hall
Artisan MT	5257, 5731	E	Guild Hall
Artisan MT	5257, 5733	E	Guild Hall
Artisan MT	5171, 5678	G	Hotel
Artisan MT	5169, 5678	G	Hotel
Banking T	5181, 5589	A	Bank
Banking T	5175, 5584	A	Bank
Banking T	5181, 5578	A	Bank
Banking T	5186, 5584	A	Bank
Bazaar T	5181, 5603	A	Bank
Bazaar T	5180, 5563	A	Bank
Bazaar T	5240, 5786	I	Shuttle Port
Bazaar T	5240, 5789	I	Shuttle Port
Bazaar T	5306, 5824	J	Starport
Bazaar T	5308, 5826	J	Starport
Bazaar T	5305, 5830	J	Starport
Bazaar T	5302, 5828	J	Starport
Cloning T	5422, 5892	B	Cloning Facility
Cloning T	5426, 5897	B	Cloning Facility
Entertainer MT	5495, 5623	C	Guild Hall
Entertainer MT	5496, 5621	C	Guild Hall
Explorer MT	5510, 5637	C	Guild Hall
Explorer MT	5509, 5634	C	Guild Hall
Explorer MT	5461, 5766	D	Guild Hall
Explorer MT	5459, 5766	D	Guild Hall
Explorer MT	5129, 5678	G	Hotel
Explorer MT	5127, 5678	G	Hotel
Imperial MT	5433, 5700	J	Starport
Imperial MT	5435, 5701	J	Starport
Insurance T	5426, 5892	B	Cloning Facility
Insurance T	5422, 5897	B	Cloning Facility
Junk Dealer Oowras	5303, 5809	J	Starport
Lugjack (Slots)	5139, 5657	G	Hotel
Mission T	5508, 5635	C	Guild Hall
Mission T	5511, 5635	C	Guild Hall
Mission T	5508, 5611	C	Guild Hall
Mission T	5511, 5611	C	Guild Hall
Mission T	5167, 5680	G	Hotel
Mission T	5132, 5680	G	Hotel

TALUS

DEARIC

(See map, p. 72.)

TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Artisan MT	330, -2923	N	Starport
Artisan MT	142, -2951	N	Outside Wall
Artisan MT	527, -2934	G	Guild Hall G
Artisan MT	547, -3022	A	Bank
Artisan MT	684, -2989	K	Hotel
Artisan MT	570, -3099	H	Guild Hall H
Artisan MT	239, -3072	D	Cloning Facility
Banking T	540, -2984	A	Bank
Bazaar T	170, -2935	N	Starport
Bazaar T	527, -2977	A	Bank
Bazaar T	717, -3048	M	Shuttle Port
Bounty Hunter MT	265, -3072	D	Cloning Facility
Cloning T	253, -3053	D	Cloning Facility
Entertainer MT	330, -2945	N	Starport
Entertainer MT	710, -2974	K	Hotel
Entertainer MT	711, -3025	K	Hotel
Entertainer MT	599, -3041	I	Guild Hall I
Entertainer MT	540, -3169	H	Guild Hall H
Entertainer MT	267, -3072	D	Cloning Facility
Explorer MT	330, -2918	N	Starport
Explorer MT	142, -2905	N	Outside Wall
Explorer MT	533, -2957	A	Bank
Explorer MT	684, -3010	K	Hotel
Explorer MT	463, -3225	H	Outside Wall
Explorer MT	270, -3072	D	Cloning Facility
Explorer MT	186, -3059	F	Garage

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TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Imperial MT	242, -3072	D	Cloning Facility
Insurance T	256, -3050	D	Cloning Facility
Jubilee Wheel	662, -2984	K	Hotel
Lugjack Machine	662, -2988	K	Hotel
Mission T	330, -2940	N	Starport
Mission T	142, -2948	N	Outside Wall
Mission T	142, -2908	N	Outside Wall
Mission T	593, -2927	28	Bank/Guild Hall G
Mission T	593, -2952	28	Bank/Guild Hall G
Mission T	553, -2934	G	Guild Hall G
Mission T	547, -2957	A	Bank
Mission T	532, -3022	A	Bank
Mission T	688, -2993	K	Hotel
Mission T	688, -3006	K	Hotel
Mission T	590, -3049	I	Guild Hall I
Mission T	527, -3196	H	Outside Wall
Mission T	472, -3225	H	Outside Wall
Mission T	484, -3026	J	Guild Hall J
Mission T	237, -3072	D	Cloning Facility
Mission T	186, -3050	F	Garage
Rebellion MT	645, -2982	K	Hotel
Rebellion MT	700, -3210	C	Capitol
Starship T	305, -2930	N	Starport
Ticket T	295, -2930	N	Starport
Ticket T	689, -3046	M	Shuttle Port

NASHAL

(See map, p. 73.)

Artisan MT	4467, 5278	I	Starport
Artisan MT	4486, 5213	E	Guild Hall E
Artisan MT	4181, 5301	A	Behind Cantina
Artisan MT	4353, 5155	F	Hotel
Artisan MT	4256, 5144	D	Guild Hall D
Banking T	4495, 5208	E	Guild Hall E
Banking T	4494, 5440	I	Starport
Banking T	4513, 5433	I	Starport
Banking T	4332, 5419	H	Shuttle Port
Banking T	4351, 5165	F	Hotel
Bazaar T	4525, 5063	G	Outside Wall
Bazaar T	4490, 5441	I	Starport
Bazaar T	4518, 5431	I	Starport
Bazaar T	4333, 5443	H	Shuttle Port
Bazaar T	4104, 5289	A	Behind Cantina
Bazaar T	4350, 5179	F	Hotel
Bazaar T	4350, 5150	F	Hotel
Cloning T	4547, 5148	B	Cloning Facility
Entertainer MT	4438, 5289	I	Starport
Entertainer MT	4331, 5302	A	Cantina
Entertainer MT	4232, 5298	A	Cantina
Entertainer MT	4353, 5175	F	Hotel
Entertainer MT	4245, 5118	D	Guild Hall D
Explorer MT	4441, 5287	I	Starport
Explorer MT	4532, 5041	G	Outside Wall
Explorer MT	4319, 5390	C	Guild Hall C
Explorer MT	4042, 5214	A	Outside Wall
Explorer MT	4387, 5024	21	Outside Wall
Explorer MT	4156, 5129	D	Outside Wall
Imperial MT	4311, 5384	C	Guild Hall C
Insurance T	4551, 5146	B	Cloning Facility
Jubilee Wheel	4329, 5180	F	Hotel
Lugjack Machine	4329, 5177	F	Hotel
Mission T	4464, 5280	I	Starport
Mission T	4482, 5224	E	Guild Hall E
Mission T	4534, 5041	G	Outside Wall
Mission T	4555, 5463	I	Starport
Mission T	4490, 5485	12	Starport
Mission T	4319, 5379	C	Guild Hall C
Mission T	4195, 5301	A	Cantina
Mission T	4043, 5231	A	Outside Wall
Mission T	4357, 5171	F	Hotel
Mission T	4358, 5159	F	Hotel
Mission T	4384, 5034	21	Outside Wall
Mission T	4339, 5079	D	Guild Hall D
Mission T	4344, 5091	D	Guild Hall D
Mission T	4266, 5130	D	Guild Hall D
Mission T	4260, 5119	D	Guild Hall D
Mission T	4178, 5126	D	Outside Wall
Starship T	4460, 5308	I	Starport
Ticket T	4463, 5315	I	Starport
Ticket T	4329, 5440	H	Shuttle Port

TATOOINE

ANCHORHEAD

(See map, p. 51.)

Artisan MT	154, -5329	–	N Entrance
Artisan MT	121, -5426	–	S Anchorhead
Bank T	60, -5346	–	Shuttle Port
Bank T	60, -5346	–	Shuttle Port
Bazaar T	60, -5346	–	Shuttle Port
Bazaar T	60, -5346	–	Shuttle Port
Entertainer MT	84, -5327	–	Shuttle Port
Explorer MT	-154, -5324	–	Cantina (Tosh)
Mission T	154, -5329	–	N Entrance
Mission T	-154, -5324	–	Cantina (Tosh)
Ticket T	54, -5339	–	Shuttle Port

BESTINE

(See map, p. 52.)

Artisan MT	-1292, -3596	O	Starport
Artisan MT	-998, -3709	L	Outside Wall
Artisan MT	-988, -3718	L	Outside Wall
Artisan MT	-1009, -3752	L	Outside Wall
Artisan MT	-1341, -3705	C	Cantina
Banking T	-1095, -3522	N	Shuttle Port
Banking T	-1122, -3678	L	Museum
Banking T	-1107, -3690	L	Museum
Banking T	-1275, -3658	A	Bank
Bazaar T	-1288, -3578	O	Starport
Bazaar T	-1292, -3601	O	Starport
Bazaar T	-1104, -3536	N	Shuttle Port
Bazaar T	-1124, -3677	L	Museum
Bazaar T	-1106, -3693	L	Museum
Bazaar T	-1294, -3668	A	Bank
Bazaar T	-1395, -3711	C	Cantina
Cloning T	-1421, -3798	E	Cloning Facility
Entertainer MT	-1291, -3581	O	Starport
Entertainer MT	-997, -3711	L	Outside Wall
Entertainer MT	-990, -3719	L	Outside Wall
Entertainer MT	-1011, -3752	L	Outside Wall
Entertainer MT	-1343, -3706	C	Cantina
Explorer MT	-1289, -3574	O	Starport
Explorer MT	-1000, -3708	L	Outside Wall
Explorer MT	-986, -3717	L	Outside Wall
Explorer MT	-1007, -3753	L	Outside Wall
Explorer MT	-1340, -3703	C	Cantina
Imperial MT	-1151, -3615	D	Capital
Imperial MT	-1160, -3625	D	Capital
Insurance T	-1424, -3802	E	Cloning Facility
Jubilee Wheel	-1179, -3678	I	Hotel
Lugjack Machine	-1208, -3690	I	Hotel
Mission T	-1294, -3604	O	Starport
Mission T	-996, -3713	L	Outside Wall
Mission T	-991, -3713	L	Outside Wall
Mission T	-991, -3721	L	Outside Wall
Mission T	-1013, -3751	L	Outside Wall
Mission T	-1344, -3708	C	Cantina
Planetary Map T	-1310, -3495	J	Hospital
Starship T	-1317, -3585	O	Starport
Ticket T	-1326, -3583	O	Starport
Ticket T	-1094, -3573	N	Shuttle Port

MOS EISELY

(See map, p. 53.)

Artisan MT	3493, -4868	-	Unmarked bldg.
Artisan MT	3703, -4816	N	Starport
Artisan MT	3716, -4737	N	Starport
Artisan MT	3474, -4620	G	Parking Garage
Artisan MT	3422, -4735	H	Guild Hall
Artisan MT	3361, -4715	K	Guild Hall
Artisan MT	3492, -4866	B	Cantina
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Bounty Hunter MT	3623, -4874	N	Starport
Bounty Hunter MT	3623, -4874	N	Starport
Bounty Hunter MT	3627, -4730	N	Starport
Bounty Hunter MT	3627, -4730	N	Starport
Bounty Hunter MT	3398, -4846	B	Cantina
Bounty Hunter MT	3398, -4846	B	Cantina
Cloning T	3442, -5016	E	Cloning Center
Cloning T	3442, -5016	E	Cloning Center
Entertainer MT	3493, -4868	-	Unmarked bldg.
Entertainer MT	3703, -4816	N	Starport
Entertainer MT	3528, -4689	J	Guild Hall
Entertainer MT	3528, -4689	J	Guild Hall
Entertainer MT	3474, -4620	G	Parking Garage
Entertainer MT	3361, -4715	K	Guild Hall
Entertainer MT	3492, -4866	B	Cantina
Explorer MT	3493, -4868	-	Unmarked bldg.
Explorer MT	3716, -4737	N	Starport
Explorer MT	3474, -4620	G	Parking Garage
Explorer MT	3298, -4649	D	Cloning Facility
Explorer MT	3422, -4735	H	Guild Hall
Explorer MT	3361, -4715	K	Guild Hall
Explorer MT	3492, -4866	B	Cantina
Insurance T	3442, -5016	E	Cloning Center
Insurance T	3442, -5016	E	Cloning Center
Lugjack Machine (slots)	3363, -4596	C	Cantina (Lucky D.)
Mission T	3493, -4868	-	Unmarked bldg.
Mission T	3703, -4816	N	Starport
Mission T	3716, -4737	N	Starport
Mission T	3474, -4620	G	Parking Garage
Mission T	3298, -4619	D	Cloning Facility
Mission T	3298, -4649	D	Cloning Facility
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3422, -4735	H	Guild Hall

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TERMINAL TYPE	COORD.	NEARBY MAP KEY	NEARBY LANDMARK
Mission T	3361, -4715	K	Guild Hall
Mission T	3361, -4715	K	Guild Hall
Mission T	3492, -4866	B	Cantina
Planetary Map T	3534, -4745	L	Medical Center
Ticket T	3414, -4659	M	Shuttle Port

MOS ENTHA

(See map, p. 54.)

Artisan MT	1296, 3132	O	Starport
Artisan MT	1172, 2954	O	Starport
Artisan MT	1336, 3373	F	Guild Hall
Artisan MT	1512, 3398	K	Hotel
Artisan MT	1465, 3141	–	Plaza
Artisan MT	1465, 3141	–	Plaza
Artisan MT	1374, 2831	A	Bank
Artisan MT	1568, 3019	H	Guild Hall
Artisan MT	1760, 3136	E	Parking Garage
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1493, 3329	I	Guild Hall
Bank T	1493, 3329	I	Guild Hall
Bank T	1493, 3329	I	Guild Hall
Bank T	1433, 3309	I	Guild Hall
Bank T	1433, 3309	I	Guild Hall
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1493, 3329	I	Guild Hall
Bazaar T	1433, 3309	I	Guild Hall
Bazaar T	1568, 3019	H	Guild Hall
Bazaar T	1568, 3019	H	Guild Hall
Cloning T	1327, 3458	C	Cloning Facility
Cloning T	1327, 3458	C	Cloning Facility
Entertainer MT	1296, 3132	O	Starport
Entertainer MT	1336, 3373	F	Guild Hall
Entertainer MT	1493, 3329	J	Guild Hall
Entertainer MT	1433, 3309	G	Guild Hall
Entertainer MT	1656, 2991	–	S Entrance
Entertainer MT	1704, 3090	B	Cantina (F.S.)
Entertainer MT	1679, 3141	N	Shuttle Port
Explorer MT	1296, 3132	O	Starport
Explorer MT	1152, 2934	O	Starport
Explorer MT	1562, 3404	K	Hotel
Explorer MT	1374, 2831	A	Bank
Explorer MT	1679, 3141	N	Shuttle Port
Insurance T	1327, 3458	C	Cloning Facility
Insurance T	1327, 3458	C	Cloning Facility
Mission T	1296, 3132	O	Starport
Mission T	1152, 2934	O	Starport
Mission T	1336, 3373	F	Guild Hall
Mission T	1562, 3404	K	Hotel
Mission T	1512, 3398	K	Hotel
Mission T	1374, 2989	G	Guild Hall
Mission T	1374, 2989	G	Guild Hall
Mission T	1568, 3019	H	Guild Hall
Mission T	1568, 3019	H	Guild Hall
Mission T	1760, 3136	E	Parking Garage
Planet Map T	1338, 3297	L	Medical Center
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1415, 3470	M	Shuttle Port
Ticket T	1232, 3191	M	Shuttle Port

MOS ESPA

(See map, p. 55.)

Artisan MT	-2878, 1987	G	Guild Hall
Artisan MT	-2878, 1987	G	Guild Hall
Artisan MT	-3076, 2097	H	Guild Hall
Artisan MT	-3143, 2275	C	Cloning Facility
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bazaar T	-2809, 2199	M	Shuttle Port
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2904, 1928	O	Shuttle Port
Bazaar T	-3116, 2152	N	Shuttle Port
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Cloning T	-3019, 2240	C	Cloning Facility
Cloning T	-3019, 2240	C	Cloning Facility
Entertainer MT	-3033, 2164	B	Cantina
Entertainer MT	-3076, 2097	H	Guild Hall
Entertainer MT	-3058, 2259	C	Cloning Facility
Explorer MT	-3143, 2275	C	Cloning Facility
Explorer MT	-2944, 2530	D	Parking Garage
Explorer MT	-2985, 2432	I	Guild Hall
Explorer MT	-2985, 2432	I	Guild Hall
Explorer MT	-2722, 2233	E	Parking Garage
Insurance T	-3019, 2240	C	Cloning Facility
Insurance T	-3019, 2240	C	Cloning Facility
Mission T	-2878, 1987	G	Guild Hall
Mission T	-2878, 1987	G	Guild Hall
Mission T	-2878, 1987	G	Guild Hall
Mission T	-3011, 2245	B	Cantina
Mission T	-2999, 2117	B	Cantina
Mission T	-3076, 2097	H	Guild Hall
Mission T	-3076, 2097	H	Guild Hall
Mission T	-3146, 2240	B	Cantina
Mission T	-3143, 2275	C	Cloning Facility
Mission T	-2944, 2530	D	Parking Garage
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2722, 2233	E	Parking Garage
Planet Map T	-3146, 2097	L	Medical Center
Ticket T	-2809, 2175	M	Shuttle Port
Ticket T	-2904, 1928	O	Shuttle Port
Ticket T	-3116, 2152	N	Shuttle Port

MOS TAIKE

(See map, p. 51.)

Artisan MT	3773, 2378	–	Tavern
Banking T	3774, 2345	–	Garage
Bazaar T	3791, 2338	–	Garage
Cloning T	3898, 2351	–	Cloning Facility
Entertainer MT	3778, 2378	–	Tavern
Explorer MT	3769, 2378	–	Tavern
Insurance T	3892, 2354	–	Cloning Facility
Jubilee Wheel	3773, 2382	–	Tavern
Lugjack Machine	3771, 2384	–	Tavern
Mission T	3783, 2378	–	Tavern

WAYFAR

(See map, p. 51.)

Artisan MT	-5135, -6594	–	Cantina
Artisan MT	-5204, -6474	–	Outside Wall
Banking T	-5112, -6543	–	Outside Wall
Bazaar T	-5175, -6485	–	Outside Wall
Bounty Hunter MT	-5207, -6459	–	Outside Wall
Cloning T	-5073, -6629	–	Cloning Facility
Entertainer MT	-5134, -6593	–	Cantina
Entertainer MT	-5204, -6477	–	Outside Wall
Explorer MT	-5129, -6587	–	Cantina
Explorer MT	-5204, -6470	–	Outside Wall
Insurance T	-5070, -6622	–	Cloning Facility
Mission T	-5128, -6590	–	Cantina
Mission T	-5206, -6465	–	Outside Wall
Rebellion MT	-5295, -6530	–	Outside Wall

YAVIN 4

LABOR OUTPOST

(See map, p. 74.)

Banking T	-6884, -5692	A	Cantina
Bazaar T	-6918, -5739	E	Starport
Cloning T	-6983, -5764	B	Cloning Facility
Insurance T	-6985, -5760	B	Cloning Facility
Mission T	-6881, -5685	A	Cantina
Starship T	-6921, -5713	E	Starport
Ticket T	-6921, -5710	E	Starport

MINING OUTPOST

(See map, p. 74.)

Banking T	-320, 4855	C	Hotel
Banking T	-308, 4855	C	Hotel
Bazaar T	-314, 4855	C	Hotel
Cloning T	-356, 4835	B	Cloning Facility
Insurance T	-348, 4843	B	Cloning Facility
Mission T	-294, 4821	C	Outside Wall
Starship T	-280, 4896	E	Starport
Ticket T	-282, 4896	E	Starport

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THE CLONE RELICS QUESTS

The Clone Relic Quests begin all over the various worlds of the game. They'll teach you a lot about galactic history, and bring you into contact with some very familiar characters. While the quests are related, they are each separate — you don't need to finish them in any special order.

Since these are secret missions, we don't want to give away any spoilers. Just trust us, it's worth it to be on the lookout for them.

We knew we wanted to introduce you to them, but we also knew that because of their unique nature and place in the lore, we didn't want to give away any big spoilers. This fiction piece by a dedicated ***Star Wars Galaxies*** *player seemed like the ideal compromise. Enjoy.*

THE EXPLORER'S GUIDE TO THE CLONE RELICS

By Korren Faihon of Tarquinas server

Bestine Cantina … one of the last places in the Outer Rim you'd expect to find an explorer claiming to hold the secret to a cache of relics from the war which saw the rise of the Empire.

Of course, he's probably a con artist looking to make a few credits from the local historical museum. That's why I've been sent to meet him — a junior clerk, no unique skills, my time worth very little and won't be missed following wild goose chases like this. He claims to be Corellian, which doesn't lend him favor in my eyes: I've never met a Corellian who wasn't a braggart or a thief. And what's he doing on this rock of a planet, thousands of parsecs from his home? Surely he could find a higher price for his "wares" in the Core Worlds.

I enter the cantina as instructed, and eye the room for my subject. It's hard to see in the dim light — it's high noon, and the full fury of Tatooine's two suns makes it impossible to see indoors after you've been exposed to



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the outdoor light. Most Bestine citizens are wisely asleep, or deep underground where it's cool … though jealous of their comfort, this fact does make my job easier. In fact, the Corellian happens to be the only Human in the cantina, slowly sipping an ale in the corner while a cleaning droid makes its rounds.

The man has a silly, lop-sided grin on his face, clearly enjoying my discomfort. As I take a seat next to him, the bartender drops a mug in front of me — Vasarian Brandy, from the smell of it — and walks to a back room, giving us privacy. I size up the Corellian, though I've never had an eye for interpreting much based on appearance. He seems a mixed stereotype: a ragged explorer and soldier, face weathered from long days under a beating sun, outfit simple, a blaster at his side, and something in his eye … perhaps wisdom, or a belief in that religion called the Force? Yet he seems youthful, definitely in the better half of his life, as if his toughness comes, not from a long life, but from one started earlier than most.

I clear my throat. "So, Mr. Faihon … where do we begin?"

He chuckles, and slowly lifts something from a bag in the chair next to his. He drops the object in front of me without speaking a word.

It's a DC-15 Carbine, used by the Republic army during the Clone Wars.

I try to hide my shock behind an aura of authority. "You do realize that owning such a weapon is illegal under Imperial law?" *I stammer.* "You could be sentenced to death for owning this!"

He chuckles again; he seems to enjoy this small show of amusement. He speaks, the first words he's uttered since I arrived. It's a simple request: "Don't you want to know where I found it?"

I want to know, and he wants to tell. It appears there's something to this Corellian. I take a sip of the brandy and settle into my seat, eager to hear his tale; how he ran into this relic of the Clone Wars. It seems the carbine isn't the only treasure he's found …

THE IMPRISONED GENOSIAN

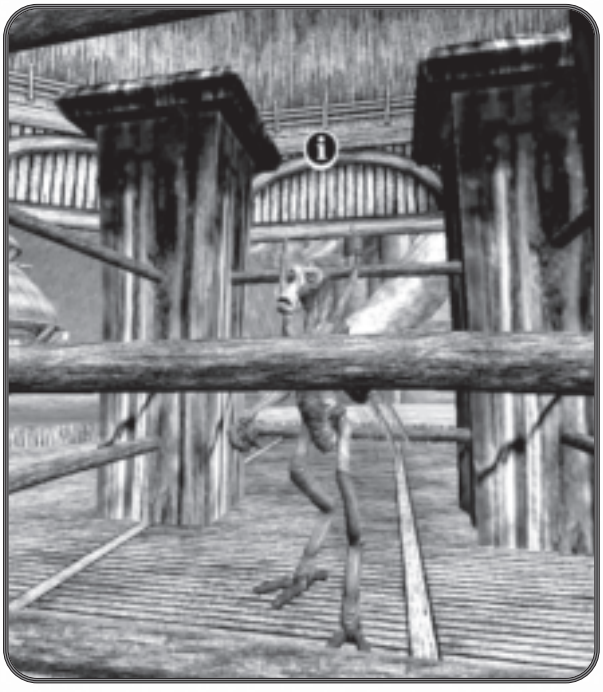
He begins his tale:

"I once met a Geonosian on a planet filled with slaves and slavers. Seems this fellow was a researcher, there to study the local population — I know, I've never heard of a Geonosian interested in anything but war either, but there you have it. But trouble followed his every step, and it wasn't long before he wound up on the wrong side of local law and was placed in prison.

"I met him because I too was placed in the same prison, but that doesn't matter. Now, don't get me wrong, I ain't a fan of those bugs since that stunt they pulled with the Confederation. But his story had some credibility, and heck, I've got a soft heart, so I helped him out. I had to travel from one side of the galaxy to the other to clear his name, but in the end my reward was a lifelong companion where I never expected one."

"So you helped free him?" *I prompt.*

"When did I say the Geo was the companion?" *he retorts with a chuckle. I concede the point, and wonder what it was he earned from the insect.*



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A FALLEN HERO

"It was shortly after that I found myself in a party hunting sludge panthers — if you don't know what those are, don't ask. We found our way to a local cantina, and over a number of drinks I made a friend whose name is unimportant. My friend was, he acknowledged, a Clone: a soldier from the old wars, body slowly dying on him despite medical and mechanical enhancements. I helped him with a problem, and he gave me something I'll forever treasure."

I gasp. "His armor! Or … a piece of it! He gave you a piece of his armor!" *I can barely contain my excitement. Such a relic would fetch an emperor's ransom.*

"I never said that." *Another chuckle.* "Here, have another drink; we aren't done yet."



NOT PARTNERS ASSOCIATES

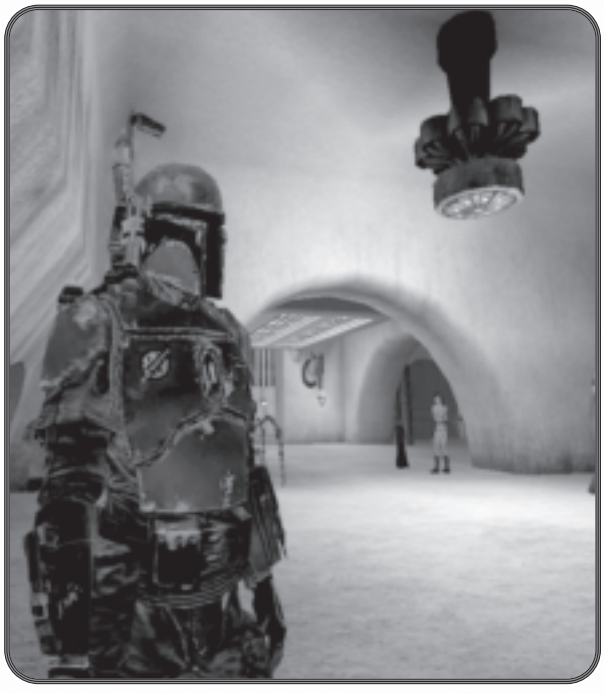
"That gun in front of you …" *He motions at the counter, where the gun still rests.* "That gun was a gift from the depths of this planet, given by a man more powerful than you could possibly imagine. Why he chooses to spend his time here, in the court of such a disgusting beast, is beyond me. But I assisted him with a special problem he was having, and he gave me that gun."

"So you were partners with this … man?"

"Not partners; associates. He'd have killed me had I asked to be partners."

I gulp, and look to change the subject; death has always bothered me. "Does … does the gun still function?"

He nods. "Killed a man with it soon as I got it … and that isn't the only blood it's seen."



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THE GREAT HUNTER

He pauses, thinking his next words over.

"I met another man on this blasted planet … self-proclaimed "greatest hunter of all times," though what he was hunting in the middle of a cantina I'll never know. I couldn't stand the man's bragging — that kills me, listening to stuff like that — so I challenged him to prove I was his equal. I equaled him all right, and bested him at that. Sure, he knew how to handle a rifle, but not in the way I learned … not a soldier's way."

"What did you do?" *I prod.*

"Slew a terrible beast, one that had eluded the great hunter himself. Such a horror it was …" *He stopped short. I prompted him to continue.* "It was the first terror I'd felt since I was a child. I nearly fled in panic at the sight of the creature."

"What … what was it?"

He becomes defensive. "Why? So you can look its name up in an encyclopedia? Witness its might through a holographic replay? Would that make you feel courageous? What right have you to know its name? I'm the one who killed it, and I'll decide who I share my secret with! How many men could stand up to such a creature and have a mere shimmer of hope of defeating it?"

"You sound like that hunter," *I reply softly. He hears me, though, and chuckles again.*

"You're right," *he replies. I sigh, relieved.* "But I still can't tell you its name … it still gives me nightmares. If you want to know, you'll have to find the hunter. Maybe you'll be up to his challenge as well."

Me? Womp rats are enough to give me the chills.

THE STAR MAP

"I decided I needed a vacation after that monster. I hypered to the Naboo system, intent on visiting the Imperial Palace and a few local landmarks … but I ran into a few 'friends' along the way. Our chat was short and left me crashed in the southern regions of one of Naboo's moons … Roni? Something like that. Anyways, I wasn't the only person having ship trouble.

"I found a crash site on my way to the nearest starport, no more than a click away, and inside was a map such as I had never seen. Can't tell ya what was on it … belonged to a great pirate king, who conveniently happened to be vacationing in the very city where I ended up. He paid me to track down the other pieces of the map, and conveniently enough gave me some spare parts to fix up my ship."

I slowly shake my head. "Geonosians, clones, a cocky hunter, a man 'more powerful than I can possibly imagine …' and now a pirate king? It sounds a little incredible, despite what you've shown me." *And it does.*

"Oh, it gets better," *he assures me. This ought to be good.*



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FIST OF THE EMPIRE

"Next you're going to tell me you worked for the Emperor himself," *I tease.*

"Almost, but not quite." *Apparently I'm not too far off the mark.* "But I did find something of interest to an important Imperial on the planet where I found that Geo. Ever hear of the Sisters of the Night?"

I nod. Who hasn't? The Witches of Dathomir: wild bands of women said to control the elements from atop their rancor mounts, slaughtering any traveller unlucky enough to find his way to that dreadful planet. Terrifying. I shudder.

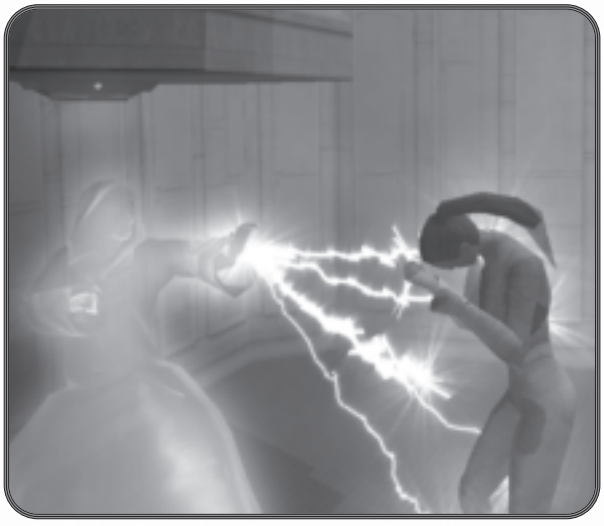
"The Sisters leave many corpses in their wake … and I just so happened to find one valuable enough to land me a new starfighter. Well, I wouldn't call it new … but it beat the piece of junk I was flying."

"And you got this from an Imperial officer?"

And another chuckle. "Call him an officer to his face, and you'd find yourself dead. But yes, from a member of the Empire … so don't expect to find anything if you're a member of the Rebellion."

"Why would I be that foolish?" *Honestly! Working as a junior clerk at a backwater museum is enough responsibility for me.*

"Watch your mouth," *he replies.* "The story isn't finished yet."







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TO THE QUEEN'S AID

"Remember that vacation I had planned? I finally got back to it, and ran into a member of the Naboo royal family with a problem."

"Who?" *Naboo has a long tradition of female rulers … does he mean the Queen? Or a relative?* "Queen Amidala?"

No chuckle this time. He roars with laughter. "Don't get the news very often out here, do ya? Amidala hasn't ruled Naboo in decades. No, not Amidala, *but* this person is every bit as beautiful as Amidala was."

He blushes. Affection, perhaps? Could he have known Amidala? No, he's much too young … "Anyways, this person had a few friends in trouble, and asked me to help out. Royalty kill me — so much power, but they're helpless to assist a friend in need. I was contacted through channels the Empire would love to know about … let's just say these contacts were more than a little 'rebellious.'

"I solved the Royal problem no sweat … and made out with this beautiful piece of machinery."



He places a hologram projector on the counter. A ship of beauty such as I have never seen is displayed in the air ahead of me. I'm exasperated.

"Is that …"

He grins, obviously proud of the ship. "One of a dozen at most still roaming the galaxy. Beautiful, isn't she?"

I can't find the words to tell him I agree. But he seems to understand anyway.

PASSING OF THE TORCH

I can sense the story has drawn to a close.

"So …" *Cough.* "Mr Faihon … do you truly intend to sell these things to our museum?" *My pulse quickens, and I begin to speak rapidly.* "Because if so, the people of Bestine will forever be in your debt. I cannot begin to explain how much this would …"

He cuts me off with a wave of his hand. Such power behind that wave — as if an unseen force made me stop talking. "No, I am not going to sell my trophies. I am going to give them to you … on one condition."

"Name it!" *This is too good to be true.*

"Follow in my footsteps, with your memory as guide. Find the places I've spoken to you about, and speak with those I came into contact with. Meet their challenges, assist in their troubles, exceed their expectations as I did — and you can have what is mine. That's all I ask."

Of course, something I can't do. "But I'm just a clerk at a museum! I know nothing of hunting or clones or Imperial law or witches or …"

Another wave of the hand. "Quiet. You can and will accomplish this task. Every person has the power to change the universe if he so chooses … and you're being asked far less than that. Take your first steps into a larger world, and you'll find yourself with power and resources you never dreamed of."

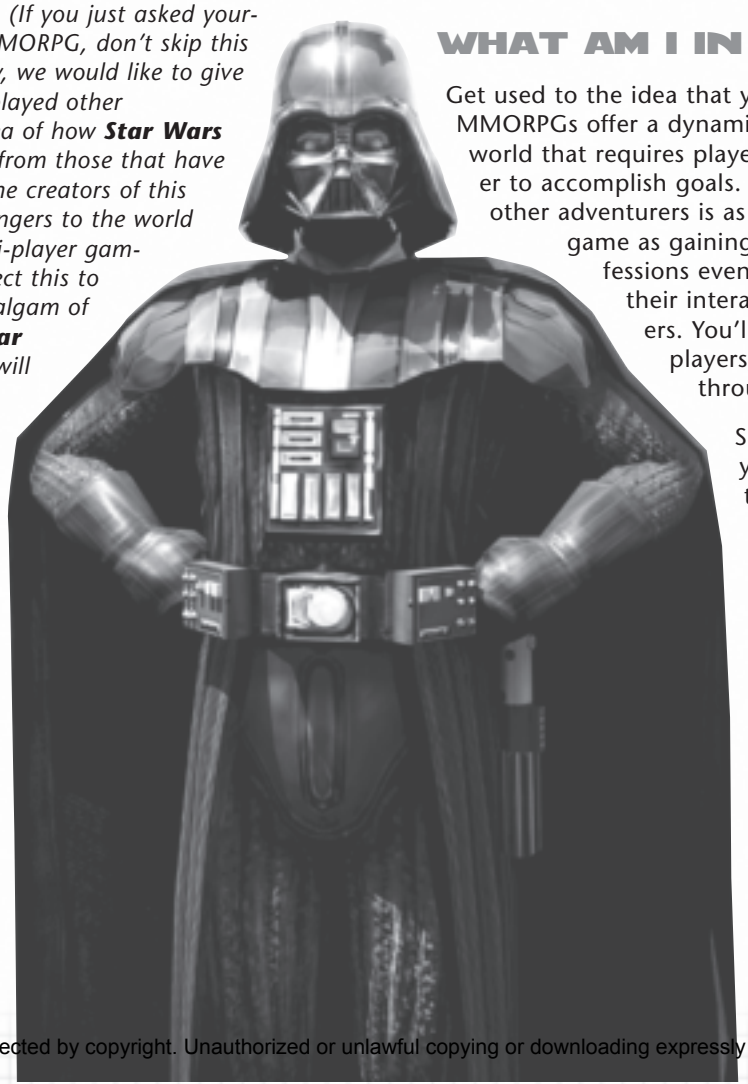
Why do I suddenly feel so bold, so fully of energy and hope? I grab a paper from his outstretched hand; it's a starship deed, to a freighter I assume is the one he crashed on Rori. In a daze, I set down my drink, nod at the Corellian, and make my way to the starport. Perhaps he's right … maybe I can do this. But I see things clearly now. Dying on a far-away planet, on a mission over my head and beyond my capabilities … surely such a fate is no worse than working as a junior clerk at an ancient historical museum on the forgotten world of Tatooine.

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NEW PLAYER INTRODUCTION

Congratulations! You just purchased one of the most anticipated games to come along since perhaps 1977. And because you are reading this guide, you must have some idea of the enormity of this game. Games have come a long way since you first took on the Death Star in full wire frame, coin-op splendor! This game isn't as cut and dry as your standard action title either, so fight the urge to load up the game and dive right in. You'll be much better off if you give us a few minutes to help you plan ahead.

This chapter is here for two reasons. First, we outline the basics of an MMORPG for anyone who is new to the genre. (If you just asked yourself what is an MMORPG, don't skip this section!) Secondly, we would like to give those who have played other MMORPGs an idea of how ***Star Wars* Galaxies** *differs from those that have come before it. The creators of this game are no strangers to the world of massively multi-player gaming, so don't expect this to be a clone or amalgam of previous titles.* ***Star Wars* Galaxies** *will take your online experience light years beyond anything you have played previously.*



MMORPG WHAT?

MMORPG, or Massively Multi-Player Online Role-Playing Game, is a fairly recent phenomenon in gaming, although its roots go back to the Multi-User Dungeons (MUDs) of the late '80s. Basically, they are an attempt to immerse a player in a fantasy world, complete with all the basic interactions that would occur in a real world environment (albeit with text and emotive-based interaction with other players and simulated interactions with non-player characters, or NPCs).

WHAT AM I IN FOR?

Get used to the idea that you cannot go it alone. MMORPGs offer a dynamic and ever-changing world that requires players to rely on one another to accomplish goals. Communicating with other adventurers is as much a part of the game as gaining experience. Some professions even gain experience *through* their interactions with fellow players. You'll need to rely on other players, at least a little, to get through the day.

Secondly, the character is you! Or, more accurately, the character you create is a representation of you. You will directly interact with both your environment and fellow players, so your personality will show through. This fact leads to many topics, from character creation to etiquette to role-playing.

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UNDERSTANDING CHARACTER CREATION

If you are new to role-playing games, the concept of character creation may be new to you. The character you create will be a representation of you, but what specifically about you will be reflected in your online creation? This is the all-important question. Will you be an adventurer who lives to explore the universe? Will you be a healer who lives only to aid those in need? Will you be an artist or an architect, a fighter or an entertainer? Or maybe a bit of each, if that suits you? You have many choices to make, and for the most part, your style of gameplay will lead you in the right direction. However, creating the correct type of character at the start gives you innate advantages. So, start thinking about what type of character you would like to play.

Find more detailed information on the choices that are available in the "Character Creation" and "Professions" chapters in this guide.

ROLE-PLAYING

With character creation, you create a character geared to the sort of playing you would like to do. For example, you may want to jump in a few nights a week, take out some things, and be done. Or, you may want to spend a lot of time conversing with others, while performing a needed service (both viable options in ***Star Wars* Galaxies**). And although we haven't delved into the specific choices you have to make in order to tailor a character to your playing style, you are ahead of the game if you have given this some thought.

The second thing to consider during character creation is personality. The most common choice is to be you, whatever that entails. If you are naturally witty and a "people-person," you may want to choose a character who can bank on those skills (think Entertainer or Medic). If you are a person of few words and prefer to let your actions speak for themselves, try Brawler or Marksman. Your personality does not need to dictate your character. You can play whatever class you wish, just as you are. The upside to this approach is simple: "Just being you" is not a charade, so it is easy to maintain.

If you are more adventurous, and think to yourself, "You know, I am myself 24 hours a day. I don't need to *play* as myself too!" then you may be a natural role-player. You may be witty and kind in real life, but the idea of a jaded and hardened adventurer appeals to you. Your character may have no time for idle chatter, and little tolerance for those with inferior battle skills. Your mood is mostly sour, and your wit is biting, when and if it appears. Role-playing of this kind is tougher to pull off, as you must keep up the act for as long as it suits you. But don't let that deter you; the world is destined to be richer with you in it.

ETIQUETTE

Role-player or not, bear this in mind: You are part of a large and diverse community with players of all backgrounds. Therefore, hateful and discriminatory behavior and chat is not tolerated. Sexual harassment is not tolerated. Racial slurs, epithets, jokes, and so forth, are not tolerated. You may be playing an "evil" character in-game, but remember, role-playing is neither an excuse nor an outlet for that type of behavior.

If you choose to create a character of "questionable character," than take the following tips to heart:

- Think before you type: If you have the slightest hesitation before pressing Enter, don't press it. It's better to play it safe and keep both your social status and your account in good standing.
- Know your audience: When playing with strangers, establish some boundaries before you let the full brunt of your rough-and-tumble nature rear its unpleasant head. You could be grouped with a young child and not know it. ***Star Wars*** is loved by "kids" of all ages, so adjust your attitude to that end.
- When appropriate, announce if you are "in character": Even though you may be playing within the bounds of proper conduct, some players may take offense to your character's attitude. Perhaps their idea of a good ***Star Wars* Galaxies** experience is different from yours. In this case, it may help to announce that you are simply "in-character" and mean nothing personal by your actions. Again, being "in-character"

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doesn't excuse prohibited behavior, but other players may be more receptive to your act if you profess it to be just that.

- What goes around comes around: There is a price for creating an unpleasant character. Those you slight today may be the Doctors you need tomorrow.
- Common sense: Learn to differentiate between role-playing and bad behavior.

CROSSING THE LINE

If you feel a player has crossed the line into offensive behavior, there are two steps you can take to deal with him or her. The first is to place the offender on your personal ignore list. The ignore list is a filter that stops any messages sent by offending players from reaching you. There is no penalty to the offending player if you choose this option; it just makes life easier on you. To place a player on your ignore list, type

/ignore: [offending player's first name]

Should the harassment be severe, or become offensive, the second option is to report the player to a Customer Service Representative (CSR). Hit Ctrl H to bring up the Holocron. From there, hit the Customer Service button and click on the Open Ticket tab.

WHAT'S THE POINT?

All this talk about creating a character and rules of good conduct are necessary, but they don't speak to the point of the game at all. But explaining the point of ***Star Wars* Galaxies** is a difficult undertaking. Traditional role-playing games, or almost any game, typically have a beginning, middle, and an end. The plot evolves along these lines: You press start, then you talk, drive, fight, fly, shoot, run, jump, pass, and/or score until you win. They're very linear, very easy. Well, this is not precisely true of most MMORPGs, and it is especially not true of ***Star Wars* Galaxies**.

In ***Star Wars* Galaxies**, your character plays an integral role in the player-generated economy, although how small or large a role is up to you. No items, weapons, or armor will be sold at merchants, unless they are player found or created. To create an item, schematics must be drawn up and the appropriate resources gathered. Then you must have the skill to assemble the necessary components. Likewise, no healing is done by NPCs, so you must see a player-character to heal your wounds. Players can even start new cities and place certain elements, depending upon their profession.

It is a player-run economy, and you must decide your role. Basically, the old adage "You get out what you put in" is a fitting way to describe the point of ***Star Wars* Galaxies**. How much you wish to put in is precisely what you need to figure out.

ADVANCEMENT & EXPERIENCE POINTS

No matter what type of character you create, you advance your skills by gaining experience points (XP). Experience points can be earned in a variety of ways, from engaging in combat, healing another player, crafting an item, harvesting resources, or myriad other ways. The type of XP you earn is dependent on how you spend your time.

SPENDING YOUR TIME WISELY

Figuring out the type of play you enjoy makes it easier to choose a starting profession. Read the following descriptions for some suggestions on professions that best fit your style of play.

Artisan. I prefer to build rather than destroy. My creativity is matched only by my mechanical know-how. I enjoy working with my hands while challenging my intellect. Although I won't prove my mettle in battle, it will most likely be my metal that the combatants are wielding. My specialization choices are many: Droid Engineer, Architect, Weaponsmith, Armorsmith, Chef, Tailor, and Merchant. Most other professions will probably choose to dabble as an Artisan to some extent, in order to meet the requirements of their profession.

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Brawler. I enjoy beating enemies into the ground with my bare hands or with an array of close-quarters weapons. Group support is not my forte, as I prefer to be in the fray constantly, nose-to-nose with whatever ugly brute wants a scrap. In time, I can become a master at unarmed combat or melee weapons, or choose to become a Bounty Hunter or Commando.

Entertainer. Battle is much too grim a way to spend one's time. Rather, one should pursue more leisurely and pleasurable activities. I prefer dancing and musicianship to hitting and shooting, Hairstyling and Image Design, to the grit of the battlefield. While the fighters among you may find my profession strange, I guarantee you'll need my services sooner than you think, as my skills alleviate the shock of war. And while you are enjoying the show, you may wish to purchase a unique tattoo or hairdo to differentiate yourself from the crowd.

Marksman. Picking off an enemy from a distance gets my blood pumping. From a pistol to a rifle, I am lethal with all forms of ranged weapons. I prefer to let the hardier fighters engage the enemy while I inflict damage from the outskirts of the battle. I can hone my skills on a particular type of ranged weapon, or train in Combat Tactics to become a Squad Leader. The Bounty Hunter path is also available to me, should I choose it.

Medic. My calling is medicine. I choose the path of the healer, wherever that will lead. I can become a Combat Medic, and match my combat healing abilities with ranged combat experience, or I can become a Doctor and spend my time healing wounds. Either way, my primary skill will be healing, rather than hurting.

Scout. I enjoy the thrill of the hunt and the exploration of the wilderness. As my skills grow, the more at home I feel, even in the harshest of conditions. I can become a Squad Leader, a Ranger, or I can hone my skills as a Creature Handler.

These are basic descriptions, and you should refer to **Character Creation** (next page) for more detailed information. Reading the descriptions above should give you an idea about the base classes and the types of skills you will be spending your time honing.

In traditional role-playing games, choosing a class is limiting. Once you choose, that's it. A fighter may dabble in crafting, but he'll always be a fighter. Not so in ***Star Wars* Galaxies**. Think of your base profession as a foundation, one to construct a unique character upon. For instance, you may enjoy ranged combat, but the idea of being a tattoo artist also appeals to you. Well, begin as a Marksman, then train as an Entertainer to begin the path to an Image Designer. How interesting it will be to swap battle tales with a large Zabrak as you ink his face. And who knows, that large Trandoshan may be a Brawler by day, but a world-renowned Chef by night (who isn't a bad dancer either). There are endless possibilities to choose from, and ***Star Wars* Galaxies** fluid advancement system lets you explore them all.



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CHARACTER CREATION

*To play **Star Wars** **Galaxies**, you need a character. The choices you have to customize how that character looks are limitless. We'll give you a run-down here of how you go about creating your avatar in the **Star Wars** **Galaxies** universe. Everything from species, to height, to amount of freckles is in your control, so take some time to pick out the right appearance.*

The initial character creation is also when you decide on your initial profession. This, plus the species you choose to play, determines what your attributes are. So pay attention to the information here, as it will help you decide what paths will best suit your style of play.

NOTE

The attributes are not set in stone, and you can change their allocation (though you can never lose or add to your total number of points). Whatever you choose, you can change. Just remember that reallocation can take a long time.

THE CREATION PROCESS

Here we'll take you through the whole system of character creation in ***Star Wars*** **Galaxies** step-by-step. What you see here is what you'll see in the game.

First you have to decide in what Galaxy server you want to play. If you decide to play in the Bria Galaxy, you'll meet only those players who have also chosen Bria as their home. Remember this if you want to play with friends. You must all be in the same Galaxy server to be able to interact.



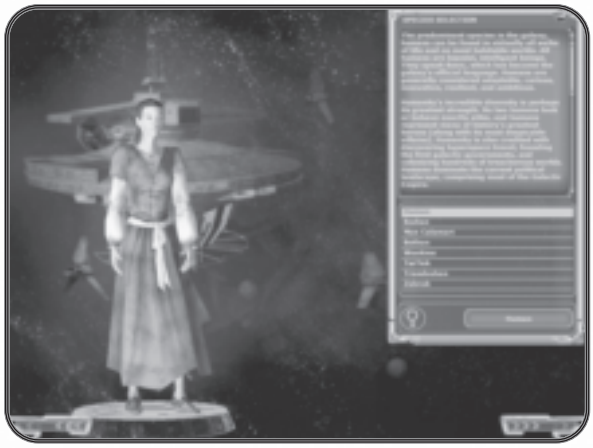
Here you decide what Galaxy server will be your home.

You can create characters in other Galaxy servers if you want, but you can't emigrate a character from one server to another.

SPECIES AND SEX

After you settle on a location, build your character's physical appearance. To begin with, choose the species and sex.

In the blue box to the right is a list of the species you can choose and the Male symbol in the left corner. Click on the Male symbol (the Spear of Mars) and it will change to the Female symbol (the Mirror of Venus). Decide whether you want a male or female character and make sure the appropriate symbol is showing.



You see the species list and sex button to the right. On the left a "dummy" character model changes to show you the look of the species on which you click.

Consider what profession(s) you want to concentrate on when choosing your character's species. Each of the species has a few bonuses with various types of skills. Review the **Professions** chapter in this guide to get more information on how a character's species affects his skills and abilities.

Ten species in ***Star Wars*** **Galaxies** are available. Each one of them has a different set of skill mods (modifiers). Here's a run-down of all of them with the in-game descriptions of each species' general characteristics.

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BOTHAN

As a species, Bothans have been mastering the art of information-gathering for nearly 300 years. The resulting Bothan spynet is among the largest and most renowned intelligence organizations, with operatives stationed throughout the galaxy. In fact, spying has become the Bothans' primary industry. Since the outbreak of the Galactic Civil War, the Bothan spynet has primarily benefited the Rebel Alliance, although both the Empire and the criminal underworld occasionally make use of Bothan spies as well.

Due largely to their reputation as spies, Bothans are often regarded as power hungry, manipulative, cunning, and paranoid. But Bothans are also well-organized, keenly intelligent, and very loyal. They live orderly lives, place great emphasis on family bonds, and are extremely protective of their allies. In addition, Bothans can be passionate and surprisingly eloquent orators, poets, and politicians.

Bothans hail from Bothawui, a clean, cosmopolitan planet. They live in tight-knit clans and are ruled by a democratic Bothan Council. Bothans speak both Basic and their own native tongue.

A humanoid species identified by short builds and fur-covered faces, Bothans are widely known as proficient and intrepid spies. However, members of the species have also become fearless leaders, relentless warriors, courageous pilots, and brilliant scientists.



HUMAN

The predominant species in the galaxy, humans can be found in virtually all walks of life and on most habitable worlds. All humans are bipedal, intelligent beings. They speak Basic, which has become the galaxy's official language. Humans are generally considered adaptable, curious, innovative, resilient, and ambitious.

Humanity's incredible diversity is perhaps its greatest strength. No two humans look or behave exactly alike, and humans represent many of history's greatest heroes (along with its most despicable villains). Humanity is also credited with discovering hyperspace travel, founding the first galactic governments, and colonizing hundreds of treacherous worlds. Humans dominate the current political landscape, comprising most of the Galactic Empire.

Unlike many other species, humans do not have an identifiable planet of origin. Some scholars believe that humans first appeared on Coruscant, which is now the Imperial capital, but this theory has never been substantiated. Regardless, humans have settled in nearly every corner of the galaxy. Because humans are so widespread, they are often categorized by homeworld. Thus, humans born on Corellia are widely known as Corellians while the humans found on Naboo are often called simply "the Naboo." On some worlds, humanity gave rise to genetic offshoots, which are referred to as "near-humans."



ITHORIAN

Ithorians are herbivorous pacifists often called "Meerian Hammerheads" by those fascinated by their bizarre, ladle-shaped necks and wide-set eyes. Ithorians also have mouths on both sides of their curved necks, which results in a unique 'stereophonic' speaking voice.

Planet Ithor is a stunning paradise characterized by ample sunlight, glistening waterfalls, thriving rain forests, and gentle breezes. Ithor is easily the most popular tourist destination for newly-weds and young lovers. Since the dawn of their civilization, the quiet Ithorians have worshiped the "Mother Jungle," and have lived in complete harmony with their surroundings. For every vegetable plucked from the ground, the wise Ithorian plants two replacements.

The Ithorians moved to the sky relatively early in their societal development, gliding casually above the baffor treetops in "herd cities" equipped with powerful, yet environmentally-friendly, repulsorlift systems. Most Ithorians live in "herds" that migrate about Ithor's three civilized continents. Still others

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travel throughout the galaxy in space-faring "herds" to sell unusual merchandise.

Ithorian horticultural and cloning expertise is second to none. This fact has, unfortunately, focused considerable unwanted attention from the Empire onto planet Ithor and its peaceful species. The gentle, optimistic Ithorians prefer work in agricultural, artistic, diplomatic, mercantile or space-faring fields. A select number choose to take on the mantle of ecological priests, keeping the "Mother Jungle" safe from danger.



MON CALAMARI

An amphibious species with fishlike faces and huge eyes, the Mon Calamari are among the galaxy's most peaceful and intelligent beings. They are a colorful species, with skin tones ranging the full spectrum of known hues. Many Mon Calamari are also marked by vibrant spots or stripes.

The Mon Calamari are native to a watery world of the same name. They can survive underwater for long periods of time and are powerful swimmers. The Mon Calamari are also psychologically attuned to their environment. When visiting wet, cool planets they become very energetic and cheerful; in contrast, they may be quite depressed and languid on hot, dry worlds.

The idealistic Mon Calamari enjoy a progressive society that promotes the values of justice and peace. They are tireless explorers, but seek out other planets for knowledge rather than conquest. As individuals, they may seem soft-spoken, gentle, determined, and generous. They control their emotions as well and have a nearly superhuman capacity for intense concentration. More impulsive species may view the Mon Cal as extremely stubborn. Mon Calamari speak Basic and Mon Calamari.

The Mon Calamari are one of the many species victimized by the Galactic Empire. Many Mon Calamari have been forced to build weapons and starships for the Imperial forces while others serve as personal assistants to high-ranking Imperial officers. In defiance of the Empire, those Mon Calamari who still travel the galaxy often find themselves working for the Rebel Alliance.

Throughout the galaxy, Mon Calamari are probably best-known for their great scientific knowledge and mechanical aptitude. In particular, they are widely respected for their striking starships, each a unique fusion of art and engineering. But Mon Calamari certainly aren't limited to intellectual pursuits; they can also apply their great intelligence to exploration, tactical combat, and even complete mastery of weapons.



RODIAN

Rodians are slight humanoids with large, multifaceted eyes, flexible snouts, and short antennae. They typically have greenish skin, although some members of the species may be blue, purple, or even pale white. Rodians are native to Rodia, an industrial planet in the Tyrius system.

Rodians are widely distrusted by other species, who consider the Rodians to be generally greedy, immoral, and violent. Much of this reputation stems from Rodian culture, which romanticizes the hunt. In addition, the species reveres bounty hunters. The most successful hunters are presented with an array of rewards, including such coveted awards as "Best Capture" and "Longest Hunt".

On Rodia, the species lives in violent clans that wage long and devastating wars against one another. Immense gladiator games are also frequent occurrences. To support their constant warfare, Rodian industry revolves around building weapons, armors, and vehicles. Manufacturing facilities dominate the landscape, devastating the once lush and tropical Rodian ecology. Many life-forms have become extinct on Rodia and most food and material goods must be imported to the planet.

Surprisingly, Rodians are skilled dramatists and their theatrical work is respected throughout the galaxy. After realizing that they were driving themselves toward extinction, the species developed drama in order to enact violence without actually taking out one another. Their early plays were nothing more than mock battles, but later generations began

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converting Rodian drama into a true art form. All Rodian drama, however, contains a great deal of bloodshed.

Rodians speak Rodese, although those who leave the planet quickly learn Basic as well. In the Outer Rim, where many expatriate Rodians have settled, the species has mastered Huttese and uses it almost exclusively.

Traditionally, Rodian society has been tightly controlled by the Rodian Grand Protector, with only the most accomplished hunters allowed to leave their planet. However, Rodians are becoming increasingly independent. A number of "peaceful" clans actually exist, although such clans are usually exiled from Rodia when they are discovered. In addition, those Rodians who chafe under the Grand Protector's rule or become weary of the constant bloodshed on their homeworld can almost always find a way to escape the planet.

Rodians encountered abroad tend to be much more introspective and well-rounded than their brethren. They are still quick and agile, but are not necessarily prone to extreme violence. While many still become bounty hunters or mercenaries, Rodians can be found in all professions. Some of the most successful Rodians are dramatic actors, while others become famous musicians, dancers and other entertainers.



SULLUSTAN

Sullustans are affable, gregarious creatures known for their jowled faces and chattering language. Planet Sullust is a barren, volcanic world smothered by a heavy toxic cloud. Sullustans thrive in tunnels deep beneath the planet surface where they have constructed highly advanced, startlingly beautiful cities. Wealthy sightseers from halfway across the galaxy tour the hot springs of Sullust and enjoy exotic delicacies such as "drutash grubs" (which are best served with omaton sauce).

Evolving in a network of dark, mazelike warrens imbued the species with an unfailing sense of direction. Once a Sullustan has traveled a path, the way is never forgotten. This innate skill even extends to hyperspace, making Sullustans prized as star navigators and explorers.

SoroSuub, one of the galaxy's largest manufacturing conglomerates, is based on Sullust and employs half of the population in its mining, production and packaging departments. The company makes hundreds of products, from injecto-kit shoes and battle armor to the XP-38 landspeeder. SoroSuub is an ardent supporter of the Galactic Empire, and has taken great pains to ensure that its legion of Sullustan workers never breathes a word of dissent. Even so, many Sullustans have taken issue with this policy, and have shared their loyalty with the Rebel Alliance ....



TRANDOSHAN

Among the galaxy's most fearsome species, Trandoshans are large, threatening reptilians from the planet Trandosha (or Dosha). They are physically powerful, very difficult to injure, and capable of recovering quickly from even the most serious injuries. Like many reptiles, Trandoshans hatch from eggs and have thick, scaly skin. Their three-fingered hands are armed with sharp claws, which can be destructive weapons in combat. They also have supersensitive eyes that can see into the infrared range.

Trandoshans live in a warlike society that honors hunting above all else. In fact, Trandoshans worship a female deity known as the Scorekeeper, who awards "jagannath points" to her followers based on successful eliminations. The number of jagannath points a Trandoshan accumulates supposedly determines his or her position in the afterlife.

Many Trandoshans channel their society's values into roles as bounty hunters, soldiers, or rangers. A handful of the most violent and immoral Trandoshans serve the Empire as slavers who target other species, including Wookiees. But, Trandoshans are also independent and may rebel against their culture. A scientifically-minded Trandoshan might become a peaceful "hunter," working as a xenobiologist who merely tracks and studies other creatures. Even on Dosha, Trandoshan society relies on its own engineers and merchants.

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Trandoshans are widely distrusted throughout the galaxy, in part because of their frightening appearance. And, in fact, many Trandoshans are gruff, unpredictable, and even dangerous. They rarely form long-lasting emotional bonds, even with other Trandoshans, and may be more likely to join forces with others for personal gain rather than friendship. But those who have allied themselves with Trandoshans are always impressed by the species' uncanny fortitude, unflagging resolve, and unshakeable calm.



TWI'LEK

Twi'leks are humanoids easily distinguished by the twin tentacles that grow from their skulls. These prehensile appendages, known as "lekku" or "tchun-tchin," are advanced organs used for communication and cognitive functions. Like humans, Twi'leks vary greatly in appearance and have a wide variety of skin colors ranging from pale white to bright green, blue, or red.

Twi'leks speak Twi'leki, a language that combines verbal components with subtle head-tail movements. When they wish, they can even communicate in complete secrecy using their versatile head-tails.

Twi'leks are native to mountainous Ryloth in the Outer Rim. Because of Ryloth's strange orbit, half of the world is trapped in perpetual darkness, while the other half remains scorched by the sun. The Twi'leks inhabit a thin band of twilight between these two extremes, living in sprawling catacomb cities just below the planet's surface. They have a relatively primitive industrial civilization, and survive on a diet of raw fungi and cow-like rycrits. Because Ryloth is relatively defenseless, the planet has long been the target of off-world slavers.

Twi'leks adhere to a familial clan government organized around a series of head clans, each consisting of five members who are born into the position. Head clans are responsible for all community decisions, but the position also has a heavy price: When one member of a clan government passes away, the remaining four leaders are exiled to Ryloth's uninhabitable Bright Lands, allowing the next generation of clan leaders to assume their rightful place. Religiously, the species worships a single female deity.

Ryloth's harsh environment and turbulent history have forged Twi'leks into tough survivors. Generally nonviolent, they typically use their intelligence and cunning to achieve their goals or resolve conflicts. Noble Twi'leks may seem stoic or even aloof, while less scrupulous members of the species can be considered ruthless and manipulative.



WOOKIEE

Towering, fur-covered humanoids native to the planet Kashyyyk, Wookiees are one of the most recognizable species in the galaxy. They are strong and prone to fits of bestial rage, but are also intelligent, loyal, and trusting.

Among the Wookiees, bravery and honor are considered paramount. Though Wookiees are not warlike, they do make fierce warriors and fierce opponents when angered or threatened. The tales of so-called "Wookiee Berserkers" are legendary. But while Wookiees may appear primitive and even barbaric, they are actually quite comfortable with technology and can easily learn to pilot starships, repair machines, and wield advanced weaponry.

An average Wookiee grows to more than two meters tall and lives several times the lifetime of a human. Aside from their great strength and keen senses, they possess regenerative powers and can recover from serious wounds within days. In many ways, Wookiees are still mysterious to outsiders.

Wookiees speak Shyriiwook, a language consisting of grunts, growls, roars, hoots, and screeches. They can understand other languages, including Basic, but have limited vocal capability and can only speak their own tongue.

The Wookiees species is psychologically stable and has a deep connection to nature. They love their homeworld and have a strong connection with animals, plants, and other components of the natural world. Wookiees place great value on morality, courage, compassion, and loyalty. Very few

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Wookiees willingly betray their friends or families. Typical of their beliefs is the Wookiee life debt, an oath of fealty extended to anyone who saves the life of a Wookiee. Finally, Wookiees feel that they are honored by their own deeds alone, and thus they do not care for medals or other material symbols of bravery or achievement.



ZABRAK

Zabrak are humanoids with prominent vestigial horns and well-developed mental willpower. The species is divided into a number of different species, each exhibiting different horn patterns. Zabrak are also fond of intricate facial tattoos designed to reflect their individual personalities.

Zabrak were one of the earliest spacefaring species and they have explored large sections of the galaxy. Their homeworld of Iridonia is a frighteningly harsh planet, which has led many Zabrak to settle on other worlds, including Talus and Corellia. The Zabrak also maintain eight colonies throughout the Mid Rim region of space, and most Zabrak actually identify themselves by their colony first and foremost. All members of the species speak Zabraki and Basic, but they may adopt local languages as well.

As fitting with their pioneer spirit, Zabrak are viewed as independent and strong-willed. Iridonia and the major colonies have steadfastly resisted Imperial control, although some individual Zabrak have become servants of the Empire. In response to general Zabrak defiance, the Empire is in the process of garrisoning the Zabrak colony worlds and Imperializing the species' companies. This has forced many Zabrak back into the spacelanes.

Zabrak are proud, strong, and confident beings. They believe that nothing is truly impossible and will strive to prove skeptics wrong at every turn. Some Zabrak carry themselves with an air of superiority, and they frequently discuss the achievements of their species and home colonies with a pride that can border on arrogance. As warriors or adventurers, Zabrak tend to be dedicated, intense, and extremely focused.

Zabrak are still considered among the galaxy's most prominent explorers, but their personalities, survival instincts, and incredible willpower also make Zabrak well-suited to nearly any adventuring profession.

SPECIES-SPECIFIC SKILL MODS

BOTHAN SKILL MODS

Camouflage	+15
Cover	+10

HUMAN SKILL MODS

Leadership	+10
Artisan Experimentation	+15

ITHORIAN MODS

Defense Vs. Dizzy	+10
Defense Vs. Stun	+10
Creature Taming Bonus	+10
Melee Defense	+10
Chassis Assembly	+10
Power systems	+10
Shields Assembly	+10
Advanced Assembly	+10

MON CALAMARI SKILL MODS

Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

RODIAN SKILL MODS

Defense vs. Blind	+15
One-Handed Weapon Accuracy	+10
Two-Handed Melee Accuracy	+10
Weapon Assembly	+10

SULLUSTAN MODS

Engine Assembly	+10
Booster Assembly	+10
Weapon Systems	+10
Trapping	+10
Creature Harvesting	+10

TRANDOSHAN SKILL MODS

Unarmed Accuracy	+10
Unarmed Speed	+5
Unarmed Damage	+15
Melee Defense	+10
Creature Harvesting	+10
Private Innate Regeneration	+1

TWI'LEK SKILL MODS

Wound Healing (Dancing)	+15
Wound Healing (Music)	+5
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Musician)	+15

WOOKIEE SKILL MODS

Trapping	+10
Creature Taming	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

ZABRAK SKILL MODS

Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Intimidate	+10
Anti-Shock	+5
Equilibrium	+1
Vitalize	+1

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BODY IMAGE

Now that you know the basics, it's time to get specific. The next few steps let you shape your character's body and features.

Each species has a different set of physical characteristics, mostly in the head area, that you can customize to create a unique look. To begin, however, you'll start with the body, which is the same for each species.

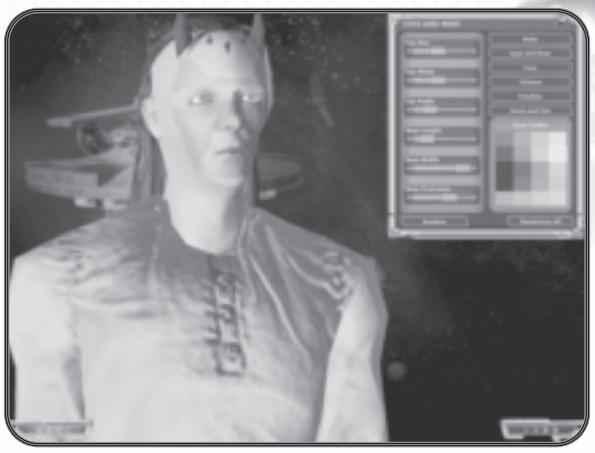
You can alter the Muscle, Height, Weight, and Torso characteristics. Each is self-explanatory; simply use the slider bars to increase or decrease each one. The separate species have some differences in their maximums and minimums. Wookiees can be taller than humans, for example. Play around with the bars until you find a morphology that pleases you.



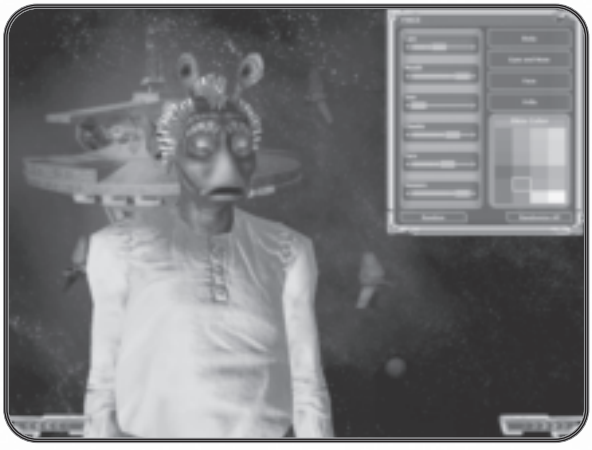
The body is your first task. Short and fat? Tall and skinny? It's up to you.

Second are the Eyes and Nose. They vary with species, of course, but again you'll have slider bars to choose your preference. You can also make color choices for the Eyes, picking from a palette provided.

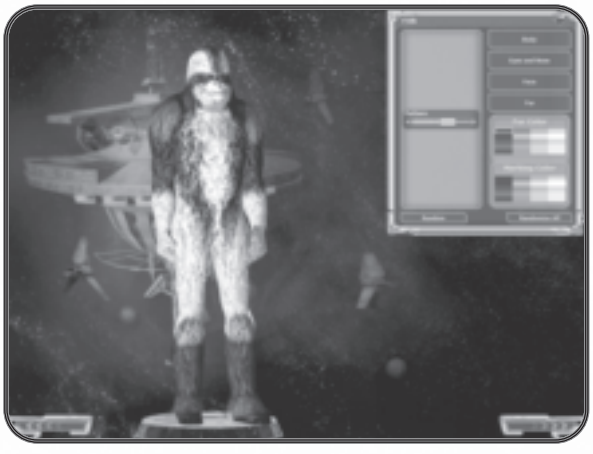
Next is the face. This encompasses a lot of pieces, from Age to Jaw to some of the species-specific features, such as the Twi'lek Lekku. Experiment to your heart's content so you can find the perfect face for the character. So many choices means you can create an extremely expressive visage. Plus this screen allows you to choose the skin color. You can choose



Fine tune Eyes and Nose with these slider bars.



Decide the overall look of your character's face.



Here you can find the right set of fur markings for a Wookiee.

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from a palette with many colors. You get different sets of tones for the different species.

There are other decisions to make in regard to your character's appearance. This is where you decide some of the more striking features of the different species. You can get Frills for the Rodians, Horns for the Zabrak, and so on. A large selection of patterns and styles are available, so find one that suits your needs.

Once you're satisfied with the outward appearance of you character, decide what you want him or her to do.

ATTRIBUTES

All right. Now that you know what your avatar looks like, decide what career path you're going to have them follow. Choosing a profession sets what your attributes will be. To make an informed decision, you first need to know what the attributes are and how they affect your character's abilities.

There are three attributes: Health, Action and Mind. Each one has a numerical value, partly determined by your species. For example, you could have a Constitution of 500 and a Focus of 900. They all have some bearing on the three status bars in the game that represent your character's well-being.



The red, green and blue bars are your Health, Action and Mind gauges, respectively.

THE HAM BARS

Health, Action and Mind are your Attributes and are always visible on your HUD as red, green and blue bars in the screen's upper left corner by default; you can move it later if you want. You can also see the HAM bars of other player characters, some NPCs, and creatures that you might run across. You'll be very interested in the HAM bars during combat. Damage done during a fight is reflected by reductions in the Health bar. If it is drained, you'll become incapacitated. More detailed descriptions of damage in combat can be found in **Combat**, p. 123.

Action and Mind attributes are also used when performing special actions, such as special attacks or using medical skills. Those actions take a toll by draining your Action and Mind bars. But don't worry, you naturally regenerate your energy.

How much energy you spend for those actions is determined by the specific action and your skill with that action.

PROFESSIONS

Now that you understand the attributes in ***Star Wars* Galaxies**, you can take a look at the starting professions, and decide which one(s) you want to initially pursue. There are six professions to begin with. These are the base professions, and they represent a variety of interests. You start with all six, but if you choose to, you may "sell back" the 15 skill points for any starting profession and use those points to develop other professions. Each character you design must choose one profession when he or she begins the game, but that has little effect other than determining your initial clothing.

From these six starting points you can build up into the Elite and Hybrid professions, which are more specialized. You can find brief descriptions of what type of playing style is suited to each profession in **New Player Introduction**, p. 91.

Each species has a few skill modifiers with certain careers. **Professions**, p. 169, will give more in-depth analysis of the starting professions.

Here we list the in-game descriptions of each of the six starting professions. Go over these to find out what suits you best.

ARTISAN

The Artisan is the starting point for aspiring merchants and crafters. A novice Artisan can study engineering, domestic arts, business, and resource surveying. These skills give the Artisan the ability to create and market the items that form the basis for the ***Star Wars* Galaxies** economy. This is a good starting profession if you like to turn a profit. Artisans that study engineering can continue on to become Weaponsmiths, Armorsmiths, Architects, or Droid Engineers. Artisans that study domestic arts can become Tailors or Chefs. Artisans that study business focus on the process of creating and managing a store, allowing them to become Merchants.

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BRAWLER

A Brawler is a skilled hand-to-hand combatant who can specialize in unarmed combat or the use of polearms, one-handed weapons or two-handed weapons. When combined with a Marksman's abilities, the Brawler can become a Bounty Hunter, Commando or Smuggler. If you want access to a wide range of melee weapons and special moves, and think that going toe-to-toe with enemies sounds fun, then choose the Brawler profession.

ENTERTAINER

The Entertainer is a valuable component of the S***tar Wars* Galaxies** social landscape. Entertainers interact with virtually all other player characters, by providing necessary healing services and using skills to change the appearance of other characters. Entertainers can specialize as Dancers, Musicians, or Image Designers. If you want to meet a lot of other people online and become an integral part of the social scene, the Entertainer profession is your calling.

MARKSMAN

A Marksman relies on the use of ranged weapons in combat. He can become a specialist with rifles, pistols, and carbines, or eventually evolve into a Bounty Hunter, Commando, Smuggler, or Combat Medic. If you want to run around blasting enemies, the Marksman might be for you.

MEDIC

The Medic is a critical component of any squad and is vital to a group engaged in combat. Medics can heal combat injuries, allowing others to continue the fight. Medics can evolve into Doctors, or combine their medical skills with the skills of a Marksman to become a Combat Medic better-suited to service on the front-lines of larger battles. If you enjoy helping others and want to be a necessary part of any group, choose the Medic.

SCOUT

A Scout is proficient at exploring and surviving in dangerous environments. A Scout has a wide variety of skills and can evolve in dramatic ways: A Scout can become a Ranger, Squad Leader, or Creature Handler, but she can also become a Bio-Engineer. If you're interested in exploring, the Scout is a good choice as your starting profession.

CHARACTER SUMMARY

After picking a profession, you can flesh out some final details. The next screen allows you to pick a name and give some background.

First off, you need to choose a name. You can give your character one name or two, as you like. However, you can't choose just any name. This is a *Star Wars* game and the designers want it to be as immersive an experience as possible. Following naming conventions is part of that immersion, so think of something that sounds like a plausible name for the *Star Wars* universe.



You're almost in. After this screen your character is finished.

Now, we all know several dozen names of notable characters that have appeared in the movies, books, and games. Those names are off limits. Don't try to call your character "Han Solo;" you'll be asked to change it. Sure, there may be another Han Solo somewhere in the whole wide galaxy, but let's not confuse things.

Plus, sound alike names are not going to pass muster. Technically "Luuuke Skywaaker" isn't the same name but it just won't fly.

Obscenities (and sound-alikes) are also not allowed. Use your common sense when picking a name. Give it some *Star Wars* flavor.

You can always hit the "Generate a Name" button.

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You can try it as many times as you like until it comes up with one that suits your character.

Under the name section you see a blank slate for your character's bio. This is optional. You don't have to fill it in if you're not inspired. You may not even have a clear idea of what your character's history is. No worries, though, you can fill this in later on, after having a few adventures worth writing about.



The New Player Tutorial teaches you several useful things, such as how to work the combat system.

Finally, notice the check box that says "Show New Player Tutorial." If you keep it unchecked you'll skip the tutorial and head for the travel terminal. However, assuming you've never played ***Star Wars* Galaxies** before, check it and play through the training segment to get used to some of the controls. You may learn something valuable.

Good luck, and may the Force be with you.



NOTE

We won't take you through the Tutorial in this guide. It's a step-by-step process all by itself.

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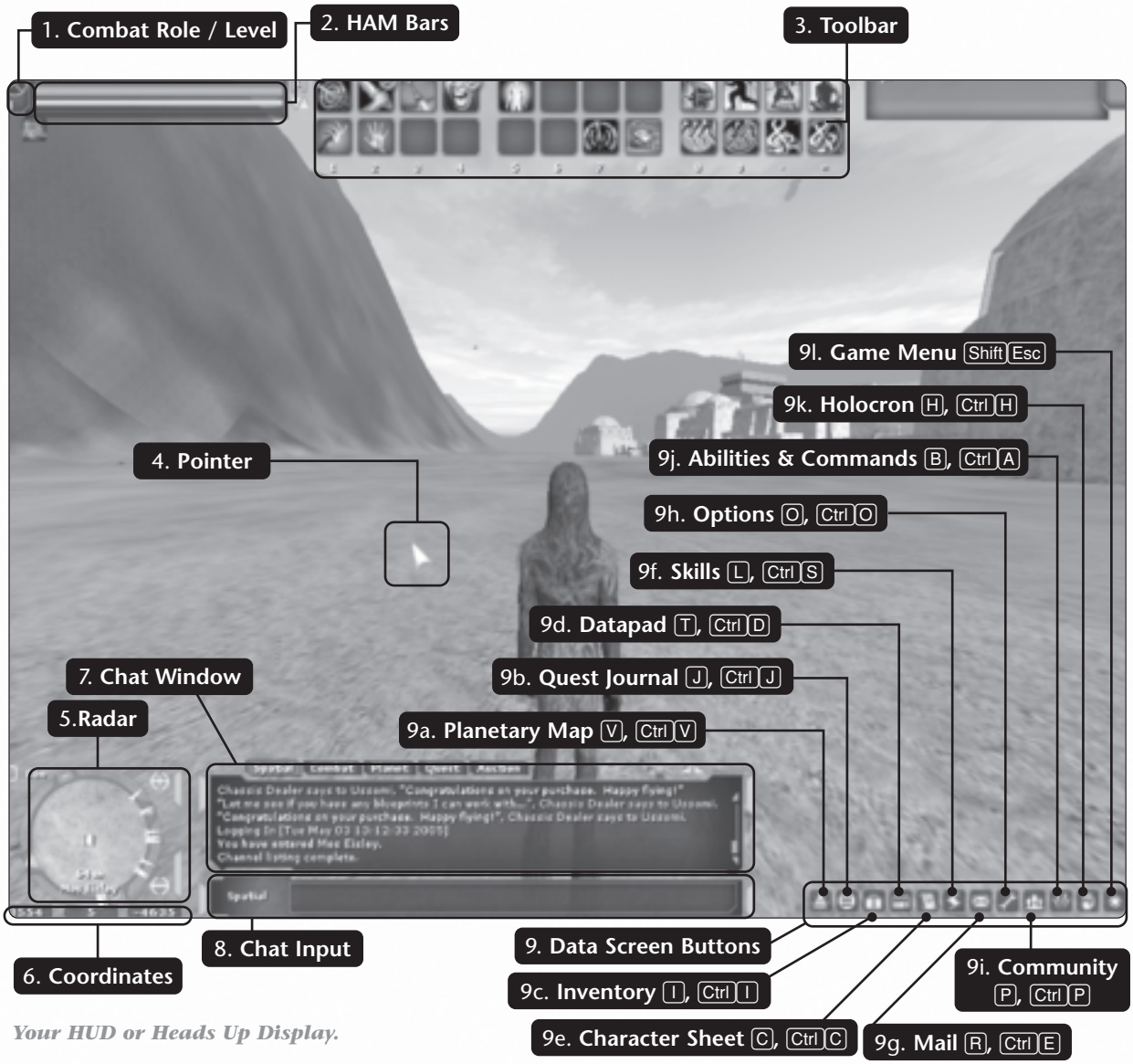
INTERACTION

***Star Wars* Galaxies** *is an immersive experience. You must be able to interact with many things on many different levels, from simple chatting to using objects, combating creatures, traveling, crafting items, and so on.*

To do all this, the game has a sophisticated set of controls. This chapter details several of the features that let you get the most out of the game.

THE HUD

You can access all the controls for all the game's features from the HUD (Heads Up Display). It's made up of windows and buttons ringing the play screen. This is your command center, with readouts of important information and controls for all your functions.



Your HUD or Heads Up Display.

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1. COMBAT ROLE / LEVEL

When you are playing with other characters, they can all see three things — your HAM bars, your Combat Role and your Combat Level. Combat Role displays any of a set of icons designed to show what your responsibility is during grouped combat.

2. HAM BARS

Here are your Health/Action/Mind bars, as discussed in **Character Creation** (p. 95).

3. TOOLBAR



A double row of commands. Use Shift to access commands on the bottom row.

Put commands and special abilities in the toolbar so you can use them with a quick keystroke. Several are set up as defaults, such as 9, 0, -, = for your postures, but you can change them by using the pointer to click and drag the icon to another slot, or simply right-click and choose "Remove."

You can also drag items to the toolbar slots. To quickly switch weapons, open your inventory, click on a weapon, and drag it to an open slot. Now when you press that key, your character equips that weapon. The same can be done with stimpacks or tools or anything else you can "Use."

Finally, there are four sets of toolbar slots. Press Ctrl Tab to flip through the slots. You can also use the pointer to drag the bottom of the toolbar down so you have two rows showing. If you place commands in that second row you must use Shift 1 (etc.) to use those commands.

4. POINTER



The pointer

The targeting reticle



The pointer appears as a yellow arrowhead on your play screen. It's controlled with your mouse and used to bring up your radial menu (more on that later) and to direct your character as you move around.

5. RADAR

The radar gives you information about your surroundings. The default radius is 64 meters, but it can be adjusted to cover a radius from 32 meters to 1,024 meters. The dot in the middle is always your character. You see various dots and pointers and arrows on your radar. Pointers are basic arrowhead shapes, the arrows have an arrowhead and a shaft. Yellow dots/pointers can also be NPCs. When something is out of the radar's radius, but still within range of its sensors, it shows up as a pointer or arrow along the circle's edge. When it's within the radius' range, it turns into a dot, triangle, or square.

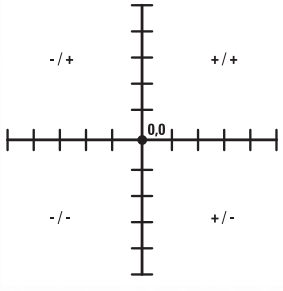
The corner icons show enemies (CON) and let you zoom in and out of the map (+ and -).

Refer to the table below to figure out what's what.

RADAR SYMBOLS

COLOR AND SHAPE	INDICATES
Central White Dot	Your Character
Red Pointer or Dot	Potential Opponent
Yellow Pointer or Square	Lair
Blue Arrow or Triangle	Waypoint
Orange Arrow or Triangle	Mission Waypoint
White Pointer or Dot	NPCs
White Pointer or Square	Interactive Objects (terminals, etc.)
White Arrow or Triangle	Assignment Waypoint
Blue Pointer or Dot	Player Character
Gray "X"	Corpse

6. COORDINATES



These two bars show the X and Y coordinates for your character. The left bar is for east/west coordinates and the right bar is for north/south. The very center of any world map is at 0,0. Travel west and the left bar goes into negative numbers; go east and the numbers become positive. Travel north and the right bar counts into positive numbers; go south and it slides negative. For example, if your coordinates read -1500, -3598, then you're in the planet's southwest quadrant. This location system can be very important for finding friends, landmarks, good hunting areas, mining spots, and myriad other things.

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7. CHAT WINDOW

This window shows messages, commands, and chat as they happen around you. The tabs on the top of the window call up the different chat channels; swap between them to control what you see.

Spatial. This is the default tab, and it shows everything within a tight radius around you. If someone behind you says something, it pops up on your chat window.

Combat. Click the Combat tab to see only messages pertaining to battles. If you're in a group, you can go into a group chat window, filtering out all chatter except that made by your group-mates.

Instant Message. This window filters the messages to show private messages (tells) sent to you and sent by you.

Auction. If you are engaging in bazaar activities or trading with other players, this tab filters messages to display the ones most pertinent to trading activities.

The chat window is a very important piece of interactive equipment. Just about everything that happens to your character is documented on that screen. You can scroll through the messages with the bar on the right of the screen.

More on the chat channels can be found later in this chapter.

8. CHAT INPUT

This slim bar under the chat window is where you can type in chat or commands. Simply hit Enter and begin typing and it shows up in the chat input window. When you're using commands, put in a forward slash first. For example, to use the find command, type **/find** to start.

9. DATA SCREEN BUTTONS

Access these buttons with the pointer. They bring up various screens of vital information. You can also use the quick-key strokes to bring up the screens.

Here we'll show you the first window that pops up for each button.

9a. Planetary Map V, Ctrl V



Here you can find cities, specific buildings, and various other landmarks. It also shows your current location. You can move the pointer around freely on the map to pinpoint specific coordinates. If you need a waypoint to a spot, right click on that area and then choose "Set Waypoint," see "Waypoints" later in this chapter. You can then activate and deactivate the waypoint in your datapad.

9b. Quest Journal J, Ctrl J



Your quest journal provides a running account of what quests you have accepted, and the status of each one. You can also choose to display completed quests by using the checkbox.

9c. Inventory I, Ctrl I



Your Inventory screen shows your character's items. Use the radial menu to "Drop" or "Destroy" items, thus making more room, or to "Use" them, such as crafting tools and medicine. A meter shows how full your inventory is, and two slots show how much cash you have on hand and how many credits you have in the bank.

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9d. Datapad

T, Ctrl D



Waypoints and schematics are held in your datapad. The waypoint is an extremely useful feature and you'll get to know it well.

Schematics for craftable items and deeds you can sell to other characters are also kept in your datapad. So are

You can also view Points of Interest (POI tab) and your current collection of Draft Schematics by selecting the appropriate tab.

More detailed information on waypoints can be found in the "Waypoints" section.

9e. Character Sheet

C, Ctrl C

To see your character's general well-being, bring up the character sheet. Here you see accumulated Battle Fatigue points and how many wounds you've sustained in battle as well as your food and drink monitors.



You can monitor your faction standings in the Character Sheet screen as well. Are you leaning toward Imperial or Rebel?

Click on the "Status" tab at the top to find more info on your character. Things like marital status, your home bank's location, or how long you've been playing Galaxies are all listed here. You can also create your character's bio if you want to keep track of your adventures or give yourself an exciting past.

Finally, you can see the "Stat Migration" button. Click it to adjust your attribute points. More information on stat migration can be found in the "Character Creation" and "Professions" chapters.

9f. Skills

L, Ctrl S

The Skills screen is where you can check on your character's advancement. This window keeps track of all the experience points you've earned, plus it holds data on all the skill trees for all the professions in the game.



You can check on the skill trees that your character is currently climbing. Boxes for skills that you have acquired are green, while ones you haven't gotten yet are light blue. Click on a skill box to see the skill mods (modifiers), abilities, and commands that skill will give you. Hold the pointer over a skill box to see a description and the number of experience points needed for that skill.

To the left you see your current experience point totals and the total number of mods you have (pluses to accuracy, crafting, etc.).

In addition, you can keep track of how many skill points you've spent on your skills and how many you have left. More information on the use of skill points can be found in the "Professions" chapter.

If you check the "Show Experience Monitor" box, a static window appears above the data screen buttons. This box is a meter that tracks your experience points. Set it to a specific skill and it shows you how close you are to acquiring that skill.

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9g. Mail

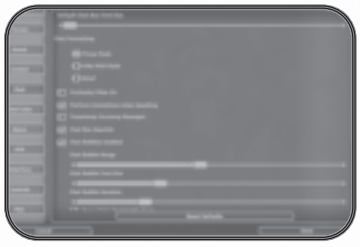
R, Ctrl E



Simple enough, this is the in-game email system. You can send messages to any other character, so long as you know the first name. You can send mail even if he or she isn't online. You can also mail waypoints if necessary.

9h. Options

O, Ctrl O



You can customize this game in the Options screen. Everything from graphics to your chat options can be tweaked in this window. The buttons along the left side lead to another window with a raft of choices and slider bars to optimize your playing experience. Take some time to familiarize yourself with the various options.

9i. Community

P, Ctrl P



The Community screen allows you to control several facets of your interaction with other player characters. The primary screen allows you to enter information about the real you (not your character) and info about what kind of person you would like to meet and be friends with (in the real world). You are then notified when someone who matches your criteria is nearby. Presto! You can meet people without leaving the house.

You can also enter the character names of friends and people you'd rather ignore. The Community system can truly enhance your enjoyment of the game, letting you find like-minded people within the game world and perhaps helping you create friendships beyond the bounds of the computer.

If you didn't write a biography for your character at the beginning (or if you want to change other information) click on the Character tab at the top of the Community screen. Once there, you can add a life story to your character or monkey with other features.

9j. Abilities & Commands

B, Ctrl A

The Abilities & Commands screen is where you find icons for all the different actions you can take. Both combat moves and social gestures are found in this area. Each one has its own icon that you can drag into the toolbar. We suggest using the toolbar for your combat commands. That way your special moves are a keystroke away.



This screen is also where you can create macros (a way of simplifying a string of actions or commands). If you wanted a single keystroke to make your character sit down, clap, and say "Let's hear it for the musicians!" you can create a macro to do that.

Click on the Macro tab and then press the "New Macro" button at the bottom. To program a macro you need to type in the commands, in the order you want them to be taken, and separate them with a semi-colon.

So, for the example given above you would type in: **/sit;/clap;Let's hear it for the musicians!** The first command sits your avatar down, the second makes you applaud, and the third bit is the phrase you say after sitting and clapping.

If you want to pause between actions in a macro, then use the **/pause #** command in between the actions. Going back to our earlier example, if you created a macro with the following commands: **/sit;/pause 10;/clap;/pause 5;Let's hear it for the musicians!**

When you activated that macro your character would sit down, wait for ten seconds, then clap. Then you'd pause for five more seconds before saying "Let's hear it for the musicians!"

You can use macros for combat as well. The strings of commands you can create are limitless.

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9k. Holocron

H, Ctrl H

Your holocron is a help menu. It can take you through many subjects to orient you to how ***Star Wars* Galaxies** works. You can also access the Knowledge Base to help you out of a confusing situation. As a last resort you can contact support techs from the holocron. It may take some time for them to get back to you, so try to get the answer to your question from other players before sending a message to customer service.



9l. Game Menu

Shift Esc



The game menu is very simple. It contains two buttons: one to exit the game, the other to "Resume Play" in case you accidentally pressed the button and don't want to leave yet.

RADIAL MENU

The most frequently used tool to interact with your environment is the radial menu. Part targeting system, part social director, part tool, the radial menu is a context sensitive system that changes as the situation changes.



Before getting into the details of what it does, let's look at how it works. It's a simple concept. Just place your pointer over an object, creature, or character, then press and hold the right mouse button. The pointer changes into the blue radial menu.

TIP

Alternately, you can press Tab *to select the nearest attackable target, then press* ~ *to bring up the radial menu. This works very well when you're trying to lock onto a moving target.*

After you get the radial menu up, several boxes spring out around it, showing you what actions you can take. If you target an NPC that can talk to you, the choices are "Converse" and "Examine." If your target is a dispenser, your choices are "Use" and "Examine."

TIP

When using the radial menu, hold a moment before picking your choice. Sometimes other choices (such as "Extract Resources") appear after a second of waiting.

Depending on what you target, your choices from the radial menu will vary. For player characters, the choices you get depend on location, your skills, whether or not you're grouped, and so on. So, let's say you're a Medic in a hospital with a wounded Medic friend nearby who's got lower skills than you do and is a member of a group you started. If you target that friend, your choices from the radial menu include examining her, healing her, kicking her from the group, trading with her, or teaching her. More information on how to use the radial menu during fights can be found in **Combat**, p. 123.

TIP

Some of the actions you can take with the radial menu can also be done with commands typed into the chat input window. For example, you can target a creature and type **/attack** *to start a fight.*

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CHAT CHANNELS AND COMMANDS

The depth of the chat system may not be apparent at first. Some of this information won't make too much sense until you become familiar with chatting in the game. Don't become discouraged if this is a bit overwhelming. We suggest you stay with the chat channels you're given to begin with. As you get comfortable with the game, you can appreciate the various modifications you can make to your chat window.

CHAT CHANNELS



Use the tabs on top of the chat window to decide which channel you see in the window itself. The channels act as filters—you can pick and choose what comes through to your chat window by picking the appropriate tab.

You can change what shows up on that channel by double clicking on a tab or holding the right mouse button on it. With the right mouse button you can also create a new channel.

Choose "Add Tab" and a new one show up, then double click on it to bring up the options. You then can customize what information that tab shows.

You can also see several channels at once. That way you can, for example, simultaneously view a private channel and the combat channel. To create the other chat windows, use the a pointer, click and hold on a tab, and pull it away from the existing chat window.

TIP

You can change chat font size using Ctrl > *and* Ctrl <.

Creating a private channel is like creating a private chat room. You can moderate the channel so that only specific people can use it. This is helpful if you have friends online and want to exchange private words with them. Or if you create a Player Association you'll most likely want a private channel for members to use for dissemination of news and information.

COMMANDS

Socializing in the game is more fun if you familiarize yourself with the chat commands available. You can set your character's overall mood, change the type of chat bubble that appears over your character, and trigger character animations that go with your conversation.

For example, if you wanted your character to seem bored, simply type **/mood bored** and your chat will reflect the mood.

LANGUAGES

There are several species in ***Star Wars* Galaxies**. Many of them have languages other than Basic. Your character can learn different languages (or may already know them, depending on what species you pick).

To find out what languages you know, type **/language** in the chat input. A list pops up, letting you see what tongues you can converse in. To switch to another language, type **/language" [language name]** in the chat input.

If you are around a character who is speaking a tongue your character doesn't understand, you see his or her chat bubble, but it will be full of gibberish. Imagine trying to coordinate tactics with a Wookiee if you can't understand what he's saying. For Wookiees, this can be frustrating but there are options. Using the many emotes can help. You can use the various animations for nodding or shaking your head to answer simple questions. Pointing and jumping can also get people moving in the right direction. Experiment with the various emote commands to come up with simple gestures and signs that convey your meaning.

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WAYPOINTS

Waypoints are a very useful tool. Planets are big places and it's easy to get turned around in the heat of battle or while making a long trek across uneven terrain. Waypoints are beacons that keep you oriented and on the right path.

If you set an active waypoint in Theed, for example, and then range about in the wilderness hunting and exploring, the waypoint shows up on your main screen and on your radar as a light blue arrow, pointing the way back to Theed. When you're close enough, the waypoint appears as a column of glowing blue light reaching into the sky.

To set a waypoint, access your datapad ([T]) and right-click on the point at which you want to create a waypoint. (Make sure that Waypoints are selected to display on the right side of the screen.) When you right-click, a menu appears. Click the "New Waypoint." button. In the window at the right of your datapad, a picture of the planet you're on appears, with the planet's name under it. A new waypoint shows up as a blue triangle on the map, with the planet name below it. So, if you were in Theed and made a new waypoint, a picture of Naboo would appear with "Naboo" written underneath.



Double-click the planet picture and a shaft of light appears where your character is standing. To access waypoint options, Right click on the planet waypoint picture icon. Choose Deactivate Waypoint to remove it from your radar, Destroy Waypoint to get rid of it, or Set Waypoint Name to rename the waypoint (such as "Theed" in our example). Right click and choose "Destroy" to get rid of a waypoint.

You'll find other waypoints as you play. Accepting a mission creates an orange waypoint. (A theme park mission shows a white waypoint. Points you add are blue. They all work the same way as normal waypoints and can be accessed in your datapad.

You can also create waypoints from the Planetary Map screen. There are several pre-set points for cities, sights and other locations on each map. Call up the map ([V]) and search for the area you want. Right-click on it and choose "Create Waypoint." That puts a new waypoint in your datapad for you to activate.

You can also mail waypoints to other players with the in-game email system. This is an easy way to rendezvous with friends or share information on areas rich in creatures or resources.

All in all, waypoints are one of the most practical systems in the game. You'll find them indispensable.

TELLS & SHOUTS

Chat is one of the most used forms of interaction between player characters. It has two aspects.

A private alternative to chat is the tell command. If you wish to send a quick message to another player without broadcasting it to everyone, type **/tell** in the chat input bar. Then put in a space and type in that character's first name. One more space and then start your message. So, if you want to give a tell to a character named Scales about your health, it would look like this: **/tell Scales I'm hurt badly, but don't let the others know.**

Scales would see the tell in his chat window and no one else would be the wiser.

Another useful aspect to the tell command is that you can send instant messages across long distances. Your friend could be across the planet, but if you use a tell, she gets the message in her chat window.

This comes in handy if you see a line of chat but don't know where to find the speaker. If someone shouts out that he's forming a group but you can't find him, check on his name in your chat window and send him a tell asking where they're meeting.

Shouting is another variation of chatting that you'll use from time to time. Start a message in your chat input window with the command "/shout" and your character's message will show up in the chat windows of players in a wider radius than a simple chat message would. This is a great command when you're looking for folks to join a group.

TIP

Don't abuse the shout command. It's annoying.

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TRADING

***Star Wars* Galaxies** allows you to swap items with other players. This can be used as a form of barter (items for items) or simple commerce (credits for items). Or perhaps you just want to give someone a present. Here we take you step by step through the trading process.

SAMPLE SECURE TRADE

1



To begin a trade, use the radial menu to target your intended receiver and choose "Start Trading."

2



When she agrees to trade, a new window pops up. This is where you load what you're offering and see what she's giving in return. There are two halves to the window, one with your name over it and the other with your trading partner's name.

3



Open your inventory, then click and drag the items you are trading into your side of the window. You can also type in the number of credits you're trading, if any.

TIP

While the trading window is open you can still chat. And, a word to the wise: Don't check the "Accept Trade" box or the "OK" button until you are satisfied with the trade.

4



When you see what they've put up for trade, and you've finished filling your side, check the "Accept Trade" box in the upper corner. When your partner has done the same, an "OK" button appears in the bottom right corner. Click it to finish the trade.

GROUPING

You should realize two things early on. First, various professions complement each other. Second, there is safety in numbers.

When you go out into the planets, you will encounter some tough creatures. You can fly solo for awhile, but eventually it is much more efficient to hunt in groups. When people band together, the larger creatures fall more easily and do less damage to you over the long run. But group that Scout with a couple of Marksmen, a Brawler, and a Medic and you can take out herds of the lumbering beasts.

As part of a group, you get maximum experience for minimum effort. This isn't easy, but the payoff in experience points will be worth it.

To start a group, you need only two players. One of them, using the radial menu, invites the other to join a group. You can have up to eight player characters in a group, though the leader better be a good organizer to keep everyone together.

After you've got your friends together, head out to the hunt. When you spot a target, decide who will "pull" the creature. That person had better be tough, because she usually takes the brunt of the damage. After it's decided, that person initiates combat, bringing the creature to the group. As long as you do some damage to that beast, you get a slice of the experience point pie when it's defeated.

When you group, your party members' HAM bars appear underneath yours in the upper left corner. There you can keep track of their general health as well as any states they may be affected by or what posture they're in. More information on grouping's uses during fights can be found in the "Combat" chapter.

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TEACHING

Another important aspect of grouping is teaching. You can only teach a person while you're grouped with him. So, if he wants a skill in which you can train him, invite him into a group. After the group is formed, use the radial menu and select "Teach."

A screen pops up with the skills you can teach that player. Choose the appropriate one and when he accepts, you get your training experience and he gets a new skill.

THEME PARKS

While not always located in a city proper, the theme parks in ***Star Wars* Galaxies** bear mentioning. The name is a bit misleading, as no rides are involved. However, by completing tasks and carrying out missions for the various inhabitants of a theme park, you can work your way deeper inside. As you go, you accrue larger rewards and see more fantastic sights.

The concept is simple, and we'll use Jabba's Palace as an example. When first you enter Jabba's Palace, you can talk to Reelo Baruk, one of Jabba's lower-level flunkies. He has some jobs he needs done and you're just the scrub to do them.

When you complete all the tasks Reelo lays out for you (mostly seek and destroy or delivery type missions) then he directs you to the next Jabba thug, Ree-Yees. You can do jobs for him, and he sends you along to the next highest person in the palace.

And so it goes until you get directed to talk with Bib Fortuna himself. Complete Bib's tasks efficiently and you're allowed to talk to Jabba's personal protocol droid.

As you progress, the rewards get larger and the jobs get a bit tougher. You can interact with some famous characters and see some familiar places.



Does this guy look familiar? He's been known to hang around Jabba's Palace.

PETS, DROIDS & UNDERLINGS

There comes a point when many players have the opportunity to control other creatures or NPCs. The Creature Handler profession allows for the taming and keeping of pets. You can find wild animals and turn them into docile companions, able to understand commands and even help you in battle.

Other professions, notably the Bounty Hunter, use droids to help carry out tasks. You can use droids to hunt bounties, but it'll cost some credits to get a good mechanical helper.

If you've got enough faction points (for either Rebel or Imperial) and have declared your allegiance, then you have the option of controlling underlings. These NPC soldiers are very useful on the PvP battlefields. Dealing with your underlings is very similar from one type to the next. Target the underling and bring up the radial menu. You see several choices of actions and commands you can give.

For example, when training a pet to understand a new command take these steps:



Hold on the "Train" selection and a drop-down menu appears, showing you what you can teach you pet. Let's say you choose "Attack."



Now type in the word that will be your pet's "Attack" command. In this case it's "Gettem."

The radial menu is your major interaction tool for pets and underlings. But after you've set your own commands, you can use the chat input window to send them to your cohorts.

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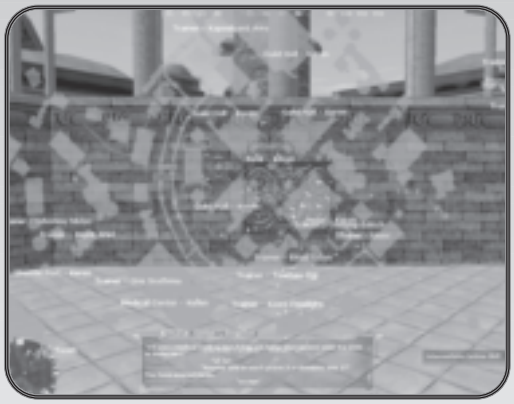
CITY LIFE

In a populated galaxy with interstellar travel there's bound to be cities. In ***Star Wars* Galaxies**, these cities have many features in common, including buildings and services you can use while visiting.

The amenities that a city offers are vital to your health, advancement, and financial success. Some of them are controlled by and dependent on the game programming, so you could use them even if you were the only player in the galaxy. The mission terminals, for instance, can be used by a solo player without input from another real-life player. Other services are usable only with the cooperation of other human players. The auction system of the bazaar terminals depends on players putting up materials and goods for sale and other players who put up credits to buy those items.

NOTE

Most of these features can be found in a city either on your in-game map or with the **/find** *command.*



Press Ctrl M *to get an overlay, top down map of the city you're in. The major buildings are labeled. Use* Ctrl + **MOUSEWHEEL** *to zoom in and out of the overlay map. The find command is also useful. To find a specific building in a city, type* **/find [name of building]** *in your chat line and press* Enter*. A window will appear with a list of all of the closest locations for various facilities. You also can use the find command to find trainers.*

Not all settlements and towns have every feature (there's no shuttle port in Tatooine's Wayfar, for example) so check the city maps in this guide when entering a metropolis to see what's offered and where it is.

PLAYER STRUCTURES AND CITIES

Since the game's release, player cities have been added. Player cities founded by a Politician that have at least 10 citizens can be recognized as an official city in the game, and can get registered on the planetary map. See **Player Cities**, p. 46, for more information.

In addition, many classes have the ability to add certain types of structures to cities, including guild halls, hospitals, cantinas, and more. See **Chef**, **Dancer**, **Musician**, **Doctor**, **Combat Medic**, **Merchant** and **Architect** for details. Players can also purchase lots in the game and build houses (which may occupy multiple lots) using construction contracts.

TRAINING

The professions in ***Star Wars* Galaxies** are like jobs. You have a set of skills that you perform, and as you use those skills you gain experience. Get enough experience and you can boost your skills.

As you climb the ranks of your profession you gain bonuses to existing skills and commands. Often you also get new commands that you can use to build things, place things, or do things. Raising your skill levels makes your character more powerful. That allows you to range farther afield, hunt larger creatures, and take on tougher opponents.

To advance your skills, no matter what profession you choose, you need help. Someone wiser and more experienced has to train you in the skills you want to acquire. It can happen two ways.

First, you can find an NPC trainer. These are computer controlled characters whose sole purpose is to teach players new skills. The NPCs are profession specific. That is to say, you find Scout trainers and

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Marksman trainers and so on. A Scout trainer can't teach you anything other than Scout skills.

These NPC trainers can be found in and around cities and towns. Many can be found outside, usually around other trainers. You can also locate trainers in the different guild houses that are in the larger cities. All of the major cities (those with starports) offer trainers for starting professions.

You need two things to gain a skill: the correct number of the correct experience points (of the right type, of course), and credits. Check the "Professions" chapter to find out what type of experience you need for a skill and what it will cost to learn it.

TIP

Note that Novice skills can only be taught by an NPC trainer. Players with the requisite skills can teach all other levels of a profession, including Master.

The second way to acquire skills is from a more experienced player. Someone who already has the skill you want to learn can train you. The advantage to this is you can probably get the training for a much cheaper price than the NPC trainers charge. The disadvantage is that it may be difficult to find a player with the specific skill you want to learn.

As with the NPC trainers, you must have the requisite amount and type of experience to learn a skill from another player. Once you find a willing teacher, use the radial menu to start a group with him. Once grouped, he needs to click and hold on you. The radial menu gives him the choice of "Teach."

When he selects "Teach," he gets a list of skills that he can pass on to you. He selects the right skill and you get a message to confirm that you want it. Click on that and bang, you've gained new knowledge.

NOTE

When Politicians acquire the ability to place mission terminals, they can add skill trainers to a town, providing yet another way for you to find someone to help you learn your chosen profession — for a price, of course.



When teaching a skill to another player, select "Teach" from the radial menu and you see this list. It shows what skills your student is ready to learn.

MISSION TERMINALS



Got nothing to do? Tired of simply hunting randomly in the wilderness? Find the mission terminal podiums with orange screens around just about every city and town. (And remember.... player cities may have mission terminals.)

Target them with your radial menu and select "Use." You can then choose from two types of missions: delivery or destroy.

TIP

Some NPCs give out missions. Use the radial menu to strike up a conversation and see if they need some work done. Many NPCs with missions have an "i" in a circle above their heads.

Delivery Missions. For delivery missions, you must pick up something from an NPC and then deliver it to another NPC. Often you have to traverse great distances to complete the mission. In fact, it may be worthwhile to spend credits on a shuttle ticket to get to your drop-off point. You can run between points, but that can be dangerous because of creatures along the way. Usually the payment for a delivery mission more than covers the cost of a shuttle ticket.

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When you first accept a delivery mission, you get an orange waypoint to the first person, who gives you the package to deliver. Once you make the pick-up, another orange waypoint appears leading you to the drop-off.

Destroy Missions. Accepting a destroy mission means you have to go out and wreak havoc on a structure: either a creature's lair or a small structure built by humanoids. Expect the target to be guarded. You have to deal with whatever beings are attached to the structure before pounding it to dust. Plus, lairs have a nasty habit of spawning defenders. If that happens, switch your attack to the new creatures. Wipe them out before getting back to work on the structure. Finally, as you complete the demolition, there's a chance of a larger, stronger guardian popping up to take some swipes at you, so be wary.

If something goes wrong, you forget what the mission is, or you decide you're not in the mood anymore, check your datapad for the information. You can read the mission briefing, deactivate the waypoint, or even abort the mission altogether. There's no penalty for canceling a job.

TIP

If you're looking for Scouting experience, destroy missions are a good deal. Make sure you get one for clearing out a creature lair. Then you can extract resources from the creatures for Scout experience and get paid for the job. Plus you can hunt on your way to and from the lair.

Bounty Hunter Missions. As a Bounty Hunter, you can take on lucrative missions offered by the Bounty Hunter mission terminals. The big difference between these and the regular missions is that you don't get a convenient waypoint. Buy a droid to track down your target and store a waypoint.

Artisan Missions. In a crafting mission, follow the waypoint to an NPC who can make use of your skills to fashion or repair an item. You will be asked to collect the components, successfully assemble and then deliver the item for your reward. You may choose to take a survey mission instead, for which you will simply head out with your surveying tools and find a certain concentration of the required resource.

Entertainer Missions. For "Gig Missions" as a Musician and Dancer, you are given a waypoint. If it is a building, go inside and perform for the patrons. The gigs will be of varying lengths, so perform until you have fulfilled your contract and payment will be made automatically to your bank.

Explorer Missions. Scouts and Rangers excel at these. In a Recon Mission, you will be offered an opportunity to travel to a waypoint and observe a target, then report back to whomever gave you the mission.You may also choose a Hunting Mission to track down and collect a certain number of specific creatures. You don't get a convenient waypoint – you have to find them yourself!

NPCS

NPCs, non-player characters, populate many of the areas in ***Star Wars* Galaxies**. These characters, controlled by the game program, wander around to give the cities a lived-in feel and to provide some services for players. We've already talked about the NPC trainers, but you should be aware of other NPCs.

TIP

In the Mission window, click on the headings to sort the missions by Creator, Title, Payment or Starting Location! If you do not like any of the missions listed, click on "Refresh" at the bottom of the window to receive a new set of tasks.

NOTE

Some NPCs are found in the wilderness. Look for camps and other structures with several non-player characters hanging around. Start a conversation with them to see if they need anything done. Sometimes these missions earn you a badge.

NPCS IN MOTION

Several individuals parade around the metropolises. Some are in a hurry, others stroll or patrol. These NPCs aren't very interesting. They may say hello, or bark an order at you, but on the whole they just mind their own business and won't hold a conversation with you. Of course, you should always watch out for the rogues who decide that they don't like the way you look.

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STATIONARY NPCS

Other NPCs don't move from their spot. You always find them waiting or gabbing in the same area. They may not be the exact same each time (names and species change) but you always find an NPC in certain spots.

NPC trainers are a good example of this. You always find them in the same place. You also may encounter other types of NPCs, such as nobles, who stick around. Try using the radial menu to strike up a conversation. It may not always work, but now and again you find one who has something she needs done. They give you missions similar to those you'll find at the mission terminals.

Other stationary NPCs are recruiters for different factions or simply folk hanging around. Take the time to get to know the inhabitants of the cities you frequent, as there are some interesting beings out there. And there are always merchant NPCs who tend to their wares in merchant tents placed by Merchant players.

BANKING

Credits make the solar systems spin. Plus it's nice to have a safe place to put things. Banks are your repositories for cash and items that you don't want to lug around on your character's body.

When you finish a mission, your reward is deposited directly into your bank account. When you pay for services such as cloning, the price is deducted directly from your account.

The banking terminals can be found in a central bank structure. Approach one and target it with the radial menu. You can then choose from a menu of services covering withdrawals, deposits, or the safety deposit box feature.

Use the radial menu on a bank to join that planetary bank. If you wish to move to another planetary bank, first remove all items from your safe deposit box, all of your banked credits, and then use the radial menu to leave the bank. You will then be free to join the banking system on another planet.

Make use of the banks as soon as you can, as they're handy. And don't forget — player cities can have banks too, if a Politician has placed one. Player city banks are connected to the planetary bank.

NOTE

You can tip someone directly from your bank account by typing /tip <name> <amount> bank. You can also use /tip <name> bank <amount> — it will accomplish the same thing. The bank charges a 5% fee for the use of the service, but it can be very useful when you are ranging far afield Both you and the recipient of the credits will receive an in-game mail confirmation of the transaction.



A safety deposit box can hold items that you don't want to keep in your personal inventory, such as extra weapons, minerals and clothing. One thing to remember — if you join a bank on one planet, you can't access your safety deposit box on a different planet. (But, you can still deposit and withdraw credits.)

TRAVEL

The name of the game is ***Star Wars* Galaxies**, emphasis on galaxies. That's a lot of ground to cover. Luckily a pretty reliable system of shuttles can take you from city to city and planet to planet. (See the "Planets" chapter for a list of starport destinations.)

There are two types of travel center, the shuttle port and the starport. They aren't found in every city. Smaller towns may only have a shuttle port and the smallest settlements don't have either so you have to reach them by foot, mount or vehicle. Player-run cities can also have shuttleports, although you will often have to pay a travel tax.

The shuttle port is for on-planet travel, like to get to Mos Espa from Bestine on Tatooine. When you travel to a different planet, use a starport.

Of course, this isn't a free service. You need to spend a bit of credit to hop around the galaxy. The prices vary, but expect to pay at least 700 credits for a trip to another planet and 200 credits for than for a city-to-city ticket. Travel to outer planets is pricier.

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To use the shuttle service, first find a shuttle port or starport. You can also use the command **/find shuttleport**, or the Shuttleport area of your in-game map. Within the starports (and to one side of the shuttle port) you discover the travel terminal.

Use the radial menu to access the terminal and you see a screen with a map of the planet and all its available shuttle locations. Under that map is a button that toggles between the planetary maps (the planet you're on) and the galactic maps (all the planets you can travel to). Under that are two pull-down windows.

The first one is for destination planet. Click on it and choose which planet you'll be traveling to. If you're going to another city on the same planet, then choose the name of the planet you're on. Next is the destination city. You can choose from all the available shuttle stops.

TIP

To cut down on time spent running from one town to the next, use the burst run ability (by default it's the 5 key). Your foot speed doubles briefly, so you can cover distance much faster. However, the burst run ability uses some HAM bar energy and doesn't recharge for 10 minutes. So if you've used it, then need it in an emergency, you're in the soup.

You may need to make a layover on your journey. If you're on Corellia and you want to get to Naboo's moon, Rori, you can't get a direct flight. You have to buy a ticket to Naboo, then buy a second ticket to Rori. It's expensive, so plan ahead. Check the table in the front of the Planets chapter here to find out what where the space routes are.

If you want to buy a roundtrip ticket, check the "Roundtrip" box. This makes the ticket more expensive, but saves time. If you're taking the same route home, buy a roundtrip ticket.

Once you've made all the right choices, click on the "Purchase Ticket" button. Wait for a message that tells you you've successfully bought your ticket, then press "Exit." Now you have a shuttle to catch. Find the ticket collector, a silver protocol droid who lets you know when the next shuttle is arriving and takes your ticket when it's time.

NOTE

You can buy a ticket for interplanetary travel at any travel terminal (even one next to a mere shuttle port). However, you can use it only at a starport.

At the shuttle ports, the ticket collector is to the left of the travel terminal. In the starports you have to walk deeper into the complex, through a long hallway, until you come to the outdoor launchpad. You find the ticket collector there.

Use the radial menu to get the shuttle status. The droid tells you how long until the next shuttle arrives. When your ride shows up, use the radial menu again to board the shuttle. Or, double0click the ticket in your inventory.

PARKING GARAGE

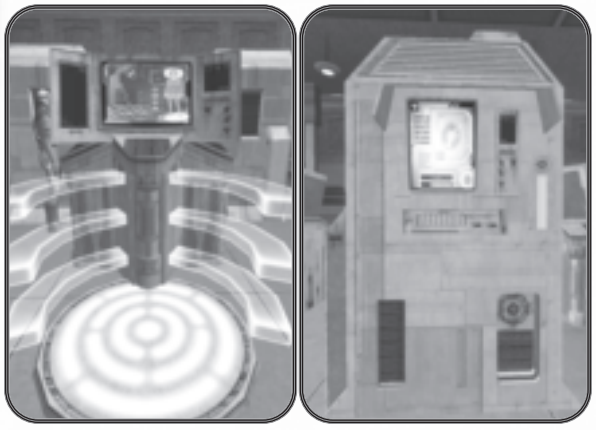
Most players will be quick to purchase a vehicle. They are fast, fun and … require maintenance! As you use your vehicle, or leave it idling outside of the Cantina for that quick getaway, its condition will deteriorate over time. You can view its condition simply by targeting it, just like a creature's health bar. If you allow its condition to reach zero, it will be irreparably broken.

All NPC cities and most larger Player Cities will have a Parking Garage. Simply drive up to it or call your vehicle from your datapad when you see the message, "You have entered into the proximity of a vehicle garage". Use the radial menu on your vehicle, and select "repair". The cost of the repairs is clearly indicated and will be deducted from your bank account if you accept the repairs. Fortunately, unlike garages on Earth, the repair estimates are always accurate!



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CLONING FACILITIES



The smaller terminals in a cloning facility allow you to store clone data. The bigger terminals are for insurance purposes.

Accidents happen and mistakes are made. Chances are your character will be bested in combat at some point — probably several times. However, with cloning technology being as good as it is in ***Star Wars* Galaxies**, death's sting has been pulled. When you die you can respawn at a cloning facility. All NPC cities and most larger player cities offer cloning facilities. You control which facility you spawn at and what equipment your clone has when it spawns.

If you have a favorite city, a place you want to go after you die, head to that city's cloning facility and find the cloning terminal. Store clone data at that specific facility for a fee. Keep in mind that if you are cloned on Naboo but die on Lok, you return to the closest cloning facility. Cloning on the same planet ensures that you respawn with minimal wounds. If you forget to clone, or are not cloned on the same planet, you respawn at the closest NPC cloning facility and incur substantial wounds to your Health bar.

The second service available at the cloning facility is insurance. Approach the insurance terminal and target it with your radial menu. You see two choices, "Insure All" and "Insurance Menu." Choose "Insurance Menu" and you see a list of your current inventory with numbers next to each item. Those numbers are what it costs, in credits, to insure that particular item. If you choose "Insure All," you simply insure everything your character is carrying; the price will be hefty.

Keep in mind that uninsured items decay by 5% each time you die. In the long run, insurance is a good investment. Your best weapons and armor are at the top of that list. If you do die you can run back immediately after being cloned and loot the items that you left behind.

Politicians can set up a player city that specializes in cloning, place a cloning facility, and implement reduced cloning insurance rates.

THE HEALING PROCESS

Now we get into the things you need other players for. At the top of that list is healing damage that your character suffers. The cities offer two buildings that are vital to revitalizing your Health bar: the cantina and the hospital.

First, understand the different types of damage your characters take. There are three forms of injury in ***Star Wars* Galaxies** — attribute damage (heals on its own), wound and battle fatigue.

Health Damage

When you're in perfect health your HAM bars are filled with red, green, and blue. If you're in a fight and take damage, then the color drains out of your Health bar, leaving it white. Normal damage regenerates on its own, so you don't need anyone's help to fix it.

NOTE

You can take attribute damage without getting into a fight. Special moves and actions take a bite out of your attributes and some, like **/tenddamage**, *will wound your character.*

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A healthy HAM bar is filled with color.



Health damage takes a toll. Notice the white area at the right end of the Health bar.



Wounds pile up. The black area at the right end of the Health bar represents damage that needs professional care.

your Health bar down, leaving it black. This black damage does not regenerate and needs medical attention to be healed, effectively lowering your Health. If you have a 500 Health attribute and take a 50-point Health wound, you now have a 450 Health attribute — at least until you get it treated.

Battle Fatigue and Mind Wounds

When you've been in a nasty fight, you can be traumatized. After a few encounters, press C to bring up your character sheet. Near the top you see a Battle Fatigue indicator with yellow numbers inside. That's the amount of trauma you have suffered. The more Battle Fatigue you have, the less effective treatment for attribute damage and wounds will be.

The way to treat Battle Fatigue is by relaxing. Get away from the rough and tumble and enjoy yourself. Perhaps you could listen to music or watch a Dancer.

Always try to have your Battle Fatigue healed before your bodily wounds; it will then be easier for a Doctor or Medic to heal you. Likewise, they can apply buffs with greater success if you have no battle fatigue!

NOTE

Cantina dancing and music can also give you XP buffs — buffs that accelerate the XP you earn for a short while. While an XP buff appears on your screen, the XP you earn is increased (the better the Entertainer, the better the buff).

The Cantina

Here's where the healing path begins. Walk into a cantina and you will see a buzz of activity: knots of NPCs talking, chairs for sitting, a bar, and a few player characters dancing and playing music.

Pick an Entertainer and use your radial menu on him or her. If she's playing music, select "Listen." If he's dancing, select "Watch." Then relax and enjoy the show.

Check your character sheet (Ctrl C) periodically to see if your Battle Fatigue has cleared up or not. When it is back to zero, you're ready for phase two, the hospital.

The more experienced an Entertainer is, the faster your Battle Fatigue melts away. Before you go (and if you have the means) tip the Entertainers who helped you out. Type **/tip <name> <amount>** to slip him or her a few credits.

NOTE

The more experienced an Entertainer is, the faster your Battle Fatigue melts away. However, if you step into a cantina that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the cantina heals Battle Fatigue, albeit very slowly. Do something else for a while as your character mends.

THE HOSPITAL

The hospital isn't a pretty place, but it's very necessary. Once you've cleared away any Battle Fatigue, find the nearest hospital and have a seat. Cities have hospitals, and the larger player-run cities may have one as well. Often there are many players clamoring for the attention of the player-character Medics and Doctors.

NOTE

If you step into a hospital that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the hospital heals wounds, albeit very slowly. Go do something else for a while as your character heals.

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If the Medic or Doctor who heals your wounds doesn't set a fee in advance, please tip him and thank him. Remember that even a Novice Medic (which you are, unless you traded your Medic skill points back in) can heal herself and others a bit.

Or, you may be able to trade organics for healing and you'll make a friend. Some players who pursue professions that require certain components will often prefer to pay for them instead of gathering these items themselves.

THE BAZAAR TERMINALS



Another feature of the cities that needs other player characters to function is the bazaar. Imagine an auction house that anyone can submit items to so anyone can bid on them, with it all done electronically. It can be a useful financial tool for your character.

The idea is simple. Use the bazaar terminals to sell items or bid on items that other players want to sell. This is a great way to find weapons, armor, and items crafted by master Artisans. Or, if you're an Artisan yourself, you can find components or material for your own creations.

The bazaar terminals link all the planets together in a virtual marketplace where goods can be traded and bought from any point in the galaxy. All it takes is credits. A much more detailed description of how to use the bazaar system can be found in **Economy**, p. 149.

TIP

Don't forget to use the Auction tab in your chat window when bazaar-hopping!

CRAFTING STATIONS



When you're an Artisan with low skills, the generic crafting tool is enough to build your items. When you gain more skill and earn more complicated schematics, you must turn to special crafting tools and the large crafting stations to produce your objects.

The public crafting stations found in most cities give you the power you need. They are not generic, so you have to find a weapons crafting station for weapons, a druid crafting station for druids, a furniture crafting station for making furniture, and so on. Find more information on crafting in **Crafting**, p. 155.

JUNK DEALERS

When you're roaming about the wilds you tend to run into some hostile NPCs. Looting their bodies once you've defeated them often yields broken bits of equipment. This stuff is useless to you, but someone may need the parts.

Enter the Junk Dealer.

Keep the busted items you find and visit the Junk Dealer when you get back to town. This innovative character will buy your trash. It may not be a big payoff but it's better than lugging around garbage, right?



Junk dealers also offer something that may be of interested to you, odd as it might sound. Strike up a conversation with them and find out about interesting items you can collect and assemble. (Perhaps an unusual rug or decorative item for your house?) Keep in mind, though, that you can only work on a single item at a time.

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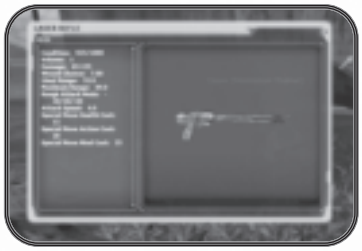
COMBAT

GEARING UP

So, you want to get out there and blast some beasties? Well, you need to know a few things before you go adventuring. First, let's discuss equipment. We'll start with weapons, as every profession starts with one type or another, then we'll move on to armor, which is harder to come by.

WEAPONS

Anyone can equip a weapon and start swinging or shooting, but understanding the stats of the one you are carrying will maximize your lethalness.



The laser rifle offers good accuracy bonuses at its ideal range, but you suffer a huge penalty when firing it at close range.

Open your inventory by pressing Ctrl+I and right-click on a weapon. Select "Examine" from the radial menu and the weapon's stats appear. A few stats are worth noting at this point. The first is damage, as it determines the minimum and maximum damage the weapon inflicts on the target. You may be tempted to choose the one with the highest damage output, but there are other stats to consider.

If you are a Marksman, and prefer to deal damage from a distance, then at what range are you going to engage your target? If you are soloing, you may start out at the ideal range for the equipped weapon, but the mob will close the distance quickly. If you didn't destroy the creature with your first few shots, you'll be engaging an angry mob at close quarters. To make matters worse, ranged weapon carriers are vulnerable to melee damage dealers.

Let's assume that the only weapon you are carrying is the laser rifle pictured above. That should be enough right? It has a high damage output so it seems like a sound choice. So what's the problem? Look at the three numbers listed under "Range Attack Mods." The first number, -30, denotes that you take a significant penalty to accuracy when you fire this weapon at point-blank range. The second number, 10, states that you get a +10 bonus to your accuracy when firing this weapon at its ideal range (in this weapon's case, the ideal range is 52 meters). The third number, -60, denotes a severe accuracy penalty when firing this weapon at its maximum range (64 meters).

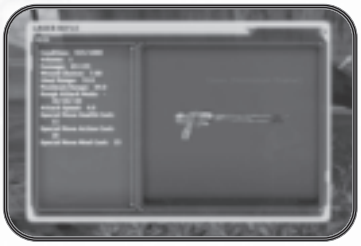
So, if you initiated combat standing up (we'll discuss postures in a bit) and you're 52 meters from the target, you'll get a +10 modifier to your accuracy roll. Not bad, but the creature didn't remain at 52 meters did it? Nope, it charged after you and is now in your face, leaving you with a -30 penalty to your accuracy. That's not good. The laser rifle's high damage output won't do any good if you can't hit your target. So, what to do?



The survival knife offers good accuracy bonuses when combat gets up close and personal.

Forewarned is forearmed, so in addition to the laser rifle, pack a melee weapon such as the survival knife pictured above, and switch to it when the mob closes in. It does less damage than the laser rifle, but you get a +30 chance to hit across the board. Your shots are sure to connect, and the target will fall in no time.

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For those who wish only Ranged Weapons XP, a pistol with a bonus to your accuracy at point-blank range is nice.

The second option, if you are a serious Marksman, is to switch to a more friendly close-quarters weapon. The CDEF pistol shown here gives a bonus to your accuracy roll when discharged at point-blank range. Not as good as the dagger, but it does more damage to compensate, and you gain XP useful to your profession.

NOTE

Using a pistol instead of a melee weapon allows you to run and fire simultaneously, but doing so penalizes your accuracy.

There are other factors to consider when choosing a weapon, so check out the "Weapons" appendix in the back of the guide for a complete list of stats. But as long as you understand damage, ideal/max range, and range attack mods, you won't find yourself wondering why you can't hit a gnort with a laser rifle when it's hopping in front of you!

NOTE

You can equip and use any weapon from the outset, but if you are not certified with that type of weapon, you will suffer accuracy penalties. You will automatically gain certifications in different weapons as you advance through your profession. To check what weapons you are currently certified in, or will gain in the future, open the skills window by pressing [S] and click on any portion of your profession's skill tree. Look to the "Commands Granted" section of the window to see what certifications, if any, are granted at that level. However, not all professions grant weapon certifications.

ARMOR

Armor is a mixed blessing in ***Star Wars* Galaxies** because while it offers protection, it also causes penalties to your maneuverability and accuracy. Check out the armor available to you to see what resistances or vulnerabilities are also bestowed. Then make an informed decision regarding what, if any, pieces you will equip.

TIP

Wearing armor all the time is rarely a good idea as it affects your proficiency at many chores, from healing to crafting. Equip it before a big fight so its benefits outweigh the costs.



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SETTING UP YOUR TOOLBARS

Before heading out to do battle with the bad guys, gals, critters, and creatures, prepare for the impending conflict by setting up your toolbars. After all, the last thing you want to do during combat is fumble through your toolbars and "Abilities" menu trying to find the perfect move.



This is your toolbar. It allows you to quick-key 12 (more than 60 total) actions or items that then can be activated or equipped by pressing the corresponding key at the top of your keyboard.

The toolbar is a set of 12 slots that correspond to your 1 – = keys and can be customized to suit any type of play. During gameplay, pressing a key initiates the action that you set to that particular slot in the toolbar. For example, setting **/burst** to the 4 slot in your toolbar allows you to burst run by pressing 4.

In addition, pressing Ctrl Tab scrolls through five sets of toolbars, giving you 60 slots with which to play. Setting up multiple toolbars prepares you for any contingency during combat.

TIP

You can drag the toolbar open to show 2 rows of 12, resulting in 24 slots per page. This is 144 total slots over 6 pages for your hotkeys.

TIP

As you progress through skill levels and gain a greater number of special moves, consider using one toolbar for each weapon and the moves associated with it.



You can remove actions from your toolbar by right-clicking on them and selecting "Remove" from the radial menu. You can also drag actions to another spot on your toolbar.

Let's set up a sample toolbar to get you started. We'll use a Marksman as an example, although the basic strategy applies to any class. When you begin the game, the toolbar is cluttered. Let's clear the slate and start fresh. Right-click on each slot and select "Remove" from the radial menu. This deletes the action associated with that slot. Do that with all 12 and we can begin to construct a toolbar customized to suit your style of play.



Open the Command Browser by pressing Ctrl A. All of your actions, emotes, moods and socials can be found here.

When approaching an enemy you wish to attack, the easiest way to start combat is by selecting it and pressing the "Attack" key, which you need to bind to a function key on your toolbar. To do so, select the Command Browser by pressing Ctrl A**.** Under the "Combat" tab, click on the "Attack" icon and drag it to an empty slot on your toolbar. We're binding it to 1, but you can place it anywhere you like.

For a Marksman, or any ranged weapon user, postures are very important. We'll get into their benefits in a bit, but you'll need these quick-slotted in your toolbar. With your Command Browser (Ctrl A) up, select the "Other" tab and find a list of commands. Select and drag "Standing," "Kneeling," and "Prone," to three empty slots on your toolbar. We'll bind them to our 2, 3, and 4 slots respectively.

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Our toolbar is coming along, but customize yours as you wish. You can always change it later.

We spoke of Burst Run earlier, and we'd recommend placing that on your toolbar as well, as it could help you get out of a jam (remember though, that Burst Run has a significant recharge time and using it drains your HAM bars). Find the Burst Run icon within the "Other" tab in your Command Browser.

Next, place your weapon on your toolbar. If you started as a Marksman, your only weapon is a pistol. Press [I] to open your inventory and drag the pistol to an open slot.

NOTE

It is worthwhile to note, especially for Brawlers who like to switch between melee weapons and unarmed combat, that pressing your weapon key once equips the weapon, and pressing it a second time un-equips it, leaving you to fight with bare hands.

Should you find or purchase a second weapon, place that on your toolbar as well. A Marksman will want to find a longer range weapon, while a Brawler may want to find a two-handed weapon or a polearm.

TIP

Don't neglect any innate abilities you may have been granted, they are extremely useful.

If your selected species has any innate combat abilities, such as "Wookiee Roar," place that on your toolbar. Find innate abilities under the "Combat" tab within your Command Browser. As you rise in experience, you'll want to place useful special abilities on the bar, like Aimed Shot, Placed Shot, Firearms Strike or Roll Shot (for Marksmen).

TIP

Anyone who is group savvy will place the assist icon on his or her toolbar. This allows you to attack the same creature as a group member is attacking.

MULTI-CLASS TRAINING



A Marksman who has trained as a Brawler (or vice versa) has the versatility of proficiently using both ranged and melee weapons.

This toolbar set-up should suffice for now, but feel free to rearrange it to fit your style of play. Don't be afraid to train in professions that complement your own, as the skills they offer help in your early adventuring. For example, almost any profession benefits from training in Novice Medic, as it allows you to apply damage stimpacks both in and out of combat. Also, a Marksman, Brawler or Scout will find various benefits inherent in Novice training in the other two professions. For example, a Marksman who is proficient in melee combat (by training in Novice Brawler) does not have to rely on

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his ranged weapons at close range, which are not only inaccurate, but incur a defensive penalty against melee weapon users.

Likewise, a Brawler who is proficient with a carbine can inflict some damage from a distance, before switching to unarmed or melee weapons.

Training in the Scout class allows you to harvest resources that aid in crafting, but also lets you train in Exploration to increase movement through harsh terrain. Scouts can also train in Survival, which allows them to set up camp, where wounds can be healed (should you have the appropriate training or a friend who is so adept).

Train in a variety of classes to maximize your character's efficiency; you can always drop the skills later, should you need to free up your skill points for specialization.

If you heed our advice, place your newly learned abilities, commands, or items on the toolbar. For example, if you have any, open your inventory (I) and drag the stack of stimpacks into an empty slot. During combat, if you get low on Health or Action, a stimpack may save you from incapacitation or death.



FINDING CREATURES



Creatures appear as red dots or arrows on your radar screen. Lairs appear in yellow.

Creatures appear as red dots on your radar, and the weakest ones lurk outside your starting city. Walk around until you see a red dot or a red arrow. Zoom out a bit to increase your radar's search radius. Click on the + and - symbols near the radar's display to zoom in and out respectively. A setting of 128 meters usually suffices. If you find a red arrow, it means that the creature is outside your radar's current range. Zoom out until it becomes a dot, then head in that direction to find the mob.

LAIRS



Yellow boxes indicate creature lairs, which generally are guarded by the mobs that inhabit them. Firing on the lair elicits an aggressive response by any nearby critters that call that lair home. Also, mobs may spawn while you are destroying the lair, and there is a chance that a boss creature may spawn that is a higher level than the rest.

Engage lairs with the above information in mind and you will come away with some hefty experience.

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APPROACHING THE TARGET

After you find a red dot on the radar, walk toward it until the creature is visible. All creatures have an "Approach Trigger Range" that determines how close the player can get before the creature reacts to his or her presence. The ATR does not mean the creature will aggro at that range, it just means that it will show some sort of recognition.

NOTE

If you are a short distance from the starting city, chances are that creature will not be aggressive.

When approaching a creature, you may see one of three symbols floating over its head. A "?" above its head means that the creature is alerted to your presence. It may flee, or wait to see what you do next.

When you see "!" above a creature's head, the creature is warning you to back off. If you don't want to engage the mob, step back and it should calm down.

A "\|/" symbol indicates that the creature is scared. Pressing it further may cause it to flee.



This is your accuracy modifier; it fluctuates for a few reasons including: distance to the target, the posture you have assumed, the posture of the target, whether or not you are moving, and any states you are suffering from. The higher the number, the better the chance of hitting your target.

ASSESSING THE TARGET

Attacking any creature you come across is not suggested. Rather, you need to assess the creature's strength relative to your own. Select the nearest creature by pressing Tab, or by clicking on the target.

NOTE

Every successive press of Tab selects the target that is next farther away, until all targets in sight have been cycled through.



Clicking on a creature reveals, from left to right: your accuracy modifier (chance to hit that creature), the creature's HAM bars, and the conning symbol.

Notice that your enemy's HAM bars appear above its head, as does a small, colored starburst icon. The color of this symbol corresponds to a difficulty rating system, which is outlined below:

- **Green:** Well below your Combat Level and easy to defeat. The XP gained from defeating such a creature will be minimal.
- **Blue:** Slightly below your Combat Level. Blue targets put up a fight, but you should emerge victorious. Use caution when engaging multiple blue targets; they can quickly get the better of you.
- **White:** Equal to you in level. Defeating such a target is difficult, especially if you rely on auto-attack. Take advantage of posturing, your weapon's ideal range, and/or a few special moves to take a white-con mob. The XP rewards are significant if you pull it off.
- **Yellow:** Slightly above your Combat Level. Avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices, or some friends nearby.

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- **Red:** Hope you like the view from the ground. Red targets usually deal a deathblow on you, so you'll pay with your life. Take these on only with an experienced group.

You can select a creature and type **/con** for a written assessment of the creature's level relative to your own.

NOTE

Creatures may con somewhere in between the colors listed above. In that case, you see a blend of the lower and upper con. For example, a light blue icon represents a creature whose level lies between a green and a blue con. The con is based on your skill with your currently equipped weapon. The color may change if you change weapons.



This vrobal looks like an even match and you get this message in your chat window.

CREATURE STATS



These mobs are "pack" creatures that assist one another in combat. Avoid this type if you are solo.

Aside from the conning process listed above, check the creature stats in the back of this guide. It gives you more information than conning will, such as whether or not the mob is part of a pack (pack mobs assist each other in combat), or whether the mob is a killer and thus will deal a deathblow to you (non-killers will only incapacitate you). A beginning character should steer clear of packs or killers.

FIGHTING

When you find an ideal candidate to battle, initiate combat. Before pressing your "Attack" button (which by now you have placed on your toolbar), you must decide on your attack range. If you are using a ranged weapon, move to its ideal range as found by right-clicking on it and selecting "Describe." Attacking from a weapon's ideal range grants a bonus to your accuracy roll. Before firing, read up on postures to maximize your efficiency.

If you're using a melee weapon, than you need to get up close and personal before you start swinging.

POSTURES

Your posture affects both your attack modifiers and the attack modifiers of your enemy. There are three combat postures:



/stand. This is the default stance and applies no modifiers to your accuracy. However, enemies spot you more quickly if you are standing.



/kneel. This provides a positive modifier to your accuracy, and enemies will have a harder time spotting you, allowing you to get off more shots before they retaliate. Also, if your enemy is using ranged weapons as well, it receives a negative modifier to its accuracy roll. The downfall is that enemies attacking with melee weapons get a positive modifier against you, in addition to the positive modifier they already receive because you're holding a ranged weapon.



/prone. Lying prone gives a significant boost to your accuracy modifier, while giving a significant penalty to those firing at you. It takes an enemy longer to spot you, so you should get off multiple rounds before it closes in. However, an enemy using melee weapons is at a huge advantage while you remain prone. You can't attack if your opponent is at point-blank range; kneel or stand to resume fighting.

Initiate combat by pressing the key associated with the attack command, double-clicking the target, or left-clicking the target and selecting "Attack" from the radial menu. Any way works, although the first is the most efficient.

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SPECIAL MOVES

Throughout combat, you can use any special moves you have learned through either innate abilities or class-training. To view all that you have acquired, open your Command Browser by pressing Ctrl A and select the "Combat" tab. Assign any special moves to your toolbar so you have quick access to them during combat.

Using special moves incurs a cost however, as they drain points from Action, Mind and/or Force.



NOTE

You can also perform a special move by entering it's name in your chat window, preceded by a forward slash. For example, type **/berserk** *to initiate the berserk special move.*

SPECIAL MOVES TABLE

Target Affect lists who is affected by the move. **Single** affects only one target. **Area** affects all targets within the melee weapon's **Range**, unless noted with a specific number. **Cone** affects all targets within the specified length and width of the cone of fire.

Modifiers

- **Time.** Multiply the modifier and your equipped weapon's attack speed to get the base time to perform the special move.
- **Damage.** Multiply the modifier and your equipped weapon's damage to get the base amount of damage that the special move inflicts.
- **Unarmed Default.** If you don't have a weapon equipped while performing a special move, then its time and damage (if any) are calculated based on your unarmed combat ability.

Cost. Special moves can cost **A**ction, **M**ind and/or **F**orce points. (Force costs only apply to Jedi moves, of course.) Costs are figured in two ways. The easy way is a direct deduction. For example, when the cost is stated as [A: 8%], that means the move costs 8% of your maximum Action points.

Costs are also calculated indirectly, as a percent of the cost to use your current **W**eapon. In that case, the cost is expressed as something like [A: 5W%], meaning that the cost in Action points is 5% of the normal cost of striking with the weapon. In most cases, a move's cost is deducted from two or all three point pools: Action, Mind and Force. In a few cases, a move's has both a direct and an indirect cost. For example, a Jedi's Saber Armor Break has Action, Mind and Force indirect costs, plus a hefty 40% direct Force cost.

Force moves often have a second type of indirect cost. Attacking with a weapon has a Force cost; a special move while wielding that weapon has a cost that is proportional to the weapon's base Force cost. For example, a Jedi's Saber Armor Break has "regular" Action, Mind and Force indirect costs, plus a hefty 40WF% cost, which is 40% of the Force cost of attacking with that weapon.

Notes provide short descriptions as well as the move effects, such as:

- Attacker or opponent change of posture after the move.
- Effect(s) of the move and their durations in seconds. (Chances of the effect happening that are lower than 100% are specified.)

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Action/Move	Weapon Type	Target	Time Mod	Damage Mod	Cost	Description
Aim	R	Single	1.4	–	[A: 8%]	Base Hit Chance 150% | Duration 15 sec | Self Buff: Aim
Impr. Aim	R	Single	1.4	–	[A: 8%]	Base Hit Chance 225% | Duration 15 sec | Self Buff: Aim
Adv. Aim	R	Single	1.4	–	[A: 8%]	Base Hit Chance 300% | Duration 15 sec | Self Buff: Aim
Aimed Shot	R	Single	1.1	1.2	[A: 15W%][M: 2W%]	
Area Taunt	M	Area	1.7	–	[A: 8%]	
Impr. Area Taunt	M	Area	1.7	–	[A: 8%]	
Armor Break	M	Single	1.4	0.5	[A: 16W%][M: 2W%]	Base Hit Chance 50% | Debuff: Armor Break
Impr. Armor Break	M	Single	1.4	0.5	[A: 16W%][M: 2W%]	Base Hit Chance 80% | Debuff: Armor Break
Adv. Armor Break	M	Single	1.4	0.5	[A: 16W%][M: 2W%]	Base Hit Chance 80% | Debuff: Armor Break
Berserk	M	Self	1.9	–	[A: 5%]	Duration 20 sec | Range 64m | Self Buff: Berserk
Impr. Berserk	M	Self	1.9	–	[A: 5%]	Duration 120 sec | Range 64m | Self Buff: Berserk
Binding Strike	M	Single	1.9	0.1	[A: 16W%][M: 2W%]	Debuff: Binding Strike
Impr. Binding Strike	M	Single	1.9	0.2	[A: 16W%][M: 2W%]	Debuff: Binding Strike
Bleed Attack	M	Single	1.4	1.1	[A: 18W%][M: 2W%]	Bleed (DoT) 60 sec
Impr. Bleed Attack	M	Single	1.4	1.2	[A: 18W%][M: 2W%]	High Bleed (DoT) 60 sec
Adv. Bleed Attack	M	Single	1.4	1.3	[A: 18W%][M: 2W%]	High Bleed (DoT) 60 sec
Blind Attack	M	Single	1.7	0.3	[A: 15W%][M: 2W%]	90% Chance: Def: blinded (20 sec)
Impr. Blind Attack	M	Single	1.7	0.3	[A: 15W%][M: 2W%]	120% Chance: Def: blinded (30 sec)
Adv. Blind Attack	M	Single	1.7	0.3	[A: 15W%][M: 2W%]	150% Chance: Def: blinded (45 sec)
Blind Recovery	All	Self	1.9	–	[A: 8%]	Atk: must be blinded
Body Hit	M	Single	1.6	1.5	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Body Hit	M	Single	1.6	1.6	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Adv. Body Hit	M	Single	1.6	1.7	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Body Shot	R	Single	1.6	1.4	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Body Shot	R	Single	1.6	1.5	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Boost Morale	All	Group	1	–	[A: 20W%][M: 5W%]	
Burst Shot	R	Cone (64x15)	1.7	0.6	[A: 15W%][M: 2W%]	100% Chance: Def: stunned (30 sec)
Impr. Burst Shot	R	Cone (64x15)	1.7	0.7	[A: 15W%][M: 2W%]	100% Chance: Def: stunned (30 sec)
Center Of Being	M	Self	1.1	–	[A: 8%]	Self Buff: Center of Being
Impr. Center of Being	M	Self	1.1	–	[A: 8%]	Self Buff: Center of Being
Charge Shot	R	Single	1.7	1.4	[A: 16W%][M: 2W%]	Def: knocked down
Impr. Charge Shot	R	Single	1.7	1.5	[A: 16W%][M: 2W%]	Def: knocked down
Combo Attack	M	Single	1.7	1.3	[A: 18W%][M: 4W%]	
Impr. Combo Attack	M	Single	1.7	1.4	[A: 18W%][M: 4W%]	
Adv. Combo Attack	M	Single	1.7	1.5	[A: 18W%][M: 4W%]	
Conceal Shot	R	Single	1.9	2.2	[A: 18W%][M: 2W%]	Atk: must be prone, in cover
Impr. Conceal Shot	R	Single	1.9	2.3	[A: 18W%][M: 2W%]	Atk: must be prone, in cover
Concussion Shot	R	Single	1.6	0.25	[A: 20W%][M: 4W%]	Duration 20 sec | Debuff: Concussion Shot (20-sec stun)
Impr. Concussion Shot	R	Single	1.6	0.25	[A: 20W%][M: 4W%]	Duration 40 sec | Debuff: Concussion Shot (40-sec stun)
Confusion Shot	R	Single	1.9	0.25	[A: 18W%][M: 2W%]	50% Chance: Def: dizzy, stunned (30 sec)
Impr. Confusion Shot	R	Single	1.9	0.5	[A: 18W%][M: 2W%]	50% Chance: Def: dizzy, stunned (30 sec)
Cover Up	All	Self	1.7	–	[A: 15%]	Atk: must be prone | Self Buff: Cover
Cripple Attack	M	Single	1.9	0.25	[A: 18W%][M: 4W%]	Debuff: Cripple Attack (slows)
Impr. Cripple Attack	M	Single	1.9	0.3	[A: 18W%][M: 4W%]	Debuff: Cripple Attack (slows)
Crippling Shot	R	Single	1.7	0.5	[A: 18W%][M: 4W%]	Debuff: Cripple Shot (slows)
Impr. Crippling Shot	R	Single	1.7	0.75	[A: 18W%][M: 4W%]	Debuff: Cripple Shot (slows)
Critical Shot	R	Single	1.7	1.6	[A: 16W%][M: 2W%]	Critical chance 5%
Impr. Critical Shot	R	Single	1.7	1.7	[A: 16W%][M: 2W%]	Critical chance 10%
Adv. Critical Shot	R	Single	1.7	1.9	[A: 16W%][M: 2W%]	Critical chance 15%
Critical Strike	M	Single	1.7	1.4	[A: 20W%][M: 3W%]	Critical chance 5%
Impr. Critical Strike	M	Single	1.7	1.8	[A: 20W%][M: 3W%]	Critical chance 15%
Cybernetic Critical Snipe	R	Single	1	n.a.	–	Cybernetic attack: Energy Dam 50-150, Point-blank, Atk Sp 1 |
Cybernetic Kick Down	All	Single	1.5	n.a.	[A: 46W%][M: 2W%]	Cybernetic attack: Kinetic Dam 1-10, Range 5, Atk Sp 1 |Def: knocked down
Cybernetic Shock	M	Single	1	n.a.	–	Cybernetic attack: Electrical Dam 75-225, Range 5, Atk Sp 1 |
Cybernetic Sure Shot	R	Single	1	n.a.	–	Cybernetic attack: Energy Dam 50-150, Point-blank, Atk Sp 1 |
Disarming Shot	R	Single	1.9	0.5	[A: 16W%][M: 2W%]	Debuff: Disarming Shot (2-sec stun)
Impr. Disarming Shot	R	Single	1.9	0.6	[A: 16W%][M: 2W%]	Debuff: Disarming Shot (5-sec stun)
Dive Shot	R	Single	1.2	0.9	[A: 15W%][M: 2W%]	Atk: ends prone, +50 Defense | Self Buff: Dive Shot
Dizzy Attack	M	Single	1.7	0.4	[A: 15W%][M: 2W%]	100% Chance: Def: dizzy (30 sec)
Impr. Dizzy Attack	M	Single	1.7	0.5	[A: 15W%][M: 2W%]	100% Chance: Def: dizzy (30 sec)
Adv. Dizzy Attack	M	Single	1.7	0.6	[A: 15W%][M: 2W%]	100% Chance: Def: dizzy (30 sec)

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Action/Move	Weapon Type	Target	Time Mod	Damage Mod	Cost	Description
Dizzy Recovery	All	Self	1.9	–	[A: 8%]	Atk: must be dizzy
Dominate Mind	F	Single	1	n.a.	[A: 8%][F: 125WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m |
Impr. Dominate Mind	F	Single	1	n.a.	[A: 8%][F: 125WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m |
Drain Force	F	Single Jedi	1	n.a.	[A: 8%][F: 150WF%]	Force attack: Energy Dam 100-500, Atk Sp 2 |Range 32m
Duelist Stance	R	Self	1.7	–	[A: 10%][M: 6%]	Self Buff: Duelist Stance
Impr. Duelist Stance	R	Self	1.7	–	[A: 10%][M: 6%]	Self Buff: Duelist Stance
Eye Shot	R	Single	1.7	0.7	[A: 16W%][M: 2W%]	80% Chance: Def: blinded (30 sec)
Impr. Eye Shot	R	Single	1.7	0.8	[A: 16W%][M: 2W%]	80% Chance: Def: blinded (30 sec)
Fan Shot	R	Cone (64x15)	1.9	1.3	[A: 18W%][M: 4W%]	
Impr. Fan Shot	R	Cone (64x15)	1.9	1.4	[A: 18W%][M: 4W%]	
Firearm Strike	R	Single	1.1	n.a.	[A: 15W%][M: 2W%]	Force attack: Kinetic Dam 10-50, Atk Sp 1.5 |Range 5m | Def: knocked down
Impr. Firearm Strike	R	Single	1.1	n.a.	[A: 15W%][M: 2W%]	Force attack: Kinetic Dam 10-50, Atk Sp 1.5 |Range 5m | Def: knocked down
Adv. Firearm Strike	R	Single	1.1	n.a.	[A: 15W%][M: 2W%]	Force attack: Kinetic Dam 10-50, Atk Sp 1.5 |Range 5m | Def: knocked down
Force Breach	F	Single	1	1	[A: 10%][F: 300WF%]	Range 32m
Force Choke	F	Single	1.7	n.a.	[A: 20%][M: 4%][F: 325WF%]	Force attack: Kinetic Dam 175-375, Atk Sp 2 |Range 32m
Force Hit	F	Single	1	n.a.	[A: 5%][F: 75WF%]	Force attack: Kinetic Dam 150-450, Atk Sp 2 |Range 32m
Force Intimidate	F	Cone (32x15)	1.9	n.a.	[A: 10%][F: 200WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | 80% Chance: Def: intimid. (30 sec)
Impr. Force Intimidate	F	Area (32)	1.9	n.a.	[A: 10%][F: 200WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | 80% Chance: Def: intimid. (30 sec)
Force Knockdown	F	Single MOB	1.8	n.a.	[A: 10%][F: 125WF%]	Force attack: Kinetic Dam 75-150, Atk Sp 2 |Range 32m | Def: knocked down
Impr. Force Knockdown	F	MOBS in Cone (32x30)	1.8	n.a.	[A: 10%][F: 125v%]	Force attack: Kinetic Dam 75-150, Atk Sp 2 |Range 32m | Def: knocked down
Adv. Force Knockdown	F	MOBS in Area (32)	1.8	n.a.	[A: 10%][F: 125WF%]	Force attack: Kinetic Dam 75-150, Atk Sp 2 |Range 32m | Def: knocked down
Force Lightning	F	Single	1.5	n.a.	[A: 18%][F: 125WF%]	Force attack: Electrical Dam 350-700, Atk Sp 2 |Range 32m
Impr. Force Lightning	F	Single	1.5	n.a.	[A: 22%][F: 175WF%]	Force attack: Electrical Dam 600-1300, Atk Sp 2 |Range 32m
Force Area Lightning	F	Cone (32x30)	1.7	n.a.	[A: 20%][M: 2%][F: 250WF%]	Force attack: Electrical Dam 300-600, Atk Sp 2 |Range 32m
Impr. Force Area Lightning	F	Cone (32x30)	1.7	n.a.	[A: 24%][M: 2%][F: 275WF%]	Force attack: Electrical Dam 500-1100, Atk Sp 2 |Range 32m
Force Sap	F	Single	1	n.a.	[A: 8%][M: 2%][F: 175WF%]	Force attack: Energy Dam 20-50, Atk Sp 2 |Range 32m | Debuff: Force Sap
Impr. Force Sap	F	Single	1	n.a.	[A: 8%][M: 2%][F: 175WF%]	Force attack: Energy Dam 45-100, Atk Sp 2 |Range 32m | Debuff: Force Sap
Force Shock	F	Single	1	n.a.	[A: 8%][M: 2%][F: 125WF%]	Force attack: Energy Dam 20-50, Atk Sp 2 |Range 32m | Debuff: Force Shock
Impr. Force Shock	F	Single	1	n.a.	[A: 8%][M: 2%][F: 125WF%]	Force attack: Energy Dam 45-100, Atk Sp 2 |Range 32m | Debuff: Force Shock
Force Strike	F	Single	1.5	n.a.	[A: 8%][F: 125WF%]	Force attack: Energy Dam 150-600, Atk Sp 2 |Range 32m
Force Suppression	F	Single	1	n.a.	[A: 9%][M: 4%][F: 225WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | Debuff: Force Suppress.
Impr. Force Suppression	F	Single	1	n.a.	[A: 9%][M: 4%][F: 225WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | Debuff: Force Suppress.
Force Throw	F	Single	1.4	n.a.	[A: 10%][F: 150WF%]	Force attack: Kinetic Dam 150-300, Atk Sp 2 |Range 32m
Impr. Force Throw	F	Cone (32x30)	1.4	n.a.	[A: 10%][F: 150WF%]	Force attack: Kinetic Dam 250-500, Atk Sp 2 |Range 32m
Force Wave	F	Single	1	n.a.	[A: 8%][M: 4%][F: 150WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | Debuff: Force Wave
Impr. Force Wave	F	Single	1	n.a.	[A: 8%][M: 4%][F: 150WF%]	Force attack: Energy Dam 1-2, Atk Sp 2 |Range 32m | Debuff: Force Wave
Force Weaken	F	Single MOB	1.7	n.a.	[A: 10%][F: 175WF%]	Force attack: Energy Dam 150-300, Atk Sp 2 |Range 32m | Debuff: Force Weaken
Impr. Force Weaken	F	Single MOB	1.7	n.a.	[A: 10%][F: 175WF%]	Force attack: Energy Dam 300-450, Atk Sp 2 |Range 32m | Debuff: Force Weaken
Full Auto Area	R	Cone (64x45)	1.9	1	[A: 18W%][M: 2W%]	
Impr. Full Auto Area	R	Cone (64x45)	1.9	1.5	[A: 18W%][M: 2W%]	
Head Hit	M	Single	1.6	1.6	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Head Hit	M	Single	1.6	1.7	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Adv. Head Hit	M	Single	1.6	1.8	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Head Shot	R	Single	1.6	1.7	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Head Shot	R	Single	1.6	1.8	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impale	M	Single	1.9	1.5	[A: 18W%][M: 2W%]	
Impr. Impale	M	Single	1.9	1.8	[A: 18W%][M: 2W%]	
Intimidate	M	Single	1.9	–	[A: 6%]	100% Chance: Def: intimidated (30 sec)
Impr. Intimidate	M	Single	1.9	–	[A: 6%]	120% Chance: Def: intimidated (45 sec)
Intimidate Shot	R	Single	1.9	0.25	[A: 8%]	80% Chance: Def: intimidated (30 sec)
Kip Up Shot	R	Single	1.3	0.9	[A: 15W%][M: 2W%]	Atk: ends standing, +50 Defense | Self Buff: Kip-up Shot
Knee-Cap Shot	R	Single	1.6	0.5	[A: 18W%][M: 4W%]	Debuff: Kneecap Shot (slows)
Impr. Knee-Cap Shot	R	Single	1.6	0.6	[A: 18W%][M: 4W%]	Debuff: Kneecap Shot (slows)
Knockdown Recovery	All	Self	1	–	[A: 8%]	Atk: must be knocked down
Last Ditch	R	Single	1.9	2	–	
Leg Hit	M	Single	1.6	1.4	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Leg Hit	M	Single	1.6	1.5	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Adv. Leg Hit	M	Single	1.6	1.6	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Leg Shot	R	Single	1.6	1.8	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Impr. Leg Shot	R	Single	1.6	1.9	[A: 15W%][M: 2W%]	Hit Chance Mod -25%
Leg Sweep	M	Single	1.4	0.5	[A: 15W%][M: 2W%]	Def: knocked down

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Action/Move	Weapon Type	Target	Time Mod	Damage Mod	Cost	Description
Impr. Leg Sweep	M	Single	1.4	0.7	[A: 15W%][M: 2W%]	Def: knocked down
Adv. Leg Sweep	M	Single	1.4	0.9	[A: 15W%][M: 2W%]	Def: knocked down
Lethal Shot	R	Single	1.5	1.3	[A: 15W%][M: 2W%]	
Low Blow	R	Single	1.9	0.25	[A: 16W%][M: 2W%]	Duration 30 sec | Debuff: Low Blow (cuts speed in half)
Lunge	M	Single	1.1	0.8	[A: 15W%][M: 2W%]	Hit Chance Mod -25% | Range 10m | Def: knocked down
Impr. Lunge	M	Single	1.1	1	[A: 15W%][M: 2W%]	Hit Chance Mod -15% | Range 10m | Def: knocked down
Adv. Lunge	M	Single	1.1	1.1	[A: 15W%][M: 2W%]	Range 10m | Def: knocked down
Melee Assault	M	Single	1.5	1.4	[A: 15W%][M: 2W%]	
Melee Hit	M	Single	1	1	[A: 2W%][M: 2W%]	
Melee Strike	M	Single	1.3	1.1	[A: 10W%][M: 2W%]	
Mind Blast	F	Single MOB	1.6	n.a.	[A: 10%][F: 125WF%]	Force attack: Energy Dam 125-250, Atk Sp 2 |Range 32m
Impr. Mind Blast	F	MOBS in Cone (32x30)	1.6	n.a.	[A: 10%][F: 125WF%]	Force attack: Energy Dam 200-400, Atk Sp 2 |Range 32m
Overcharge Shot	R	Single	1.4	1.3	[A: 18W%][M: 2W%]	
Overwhelming Shot	R	Single	1.9	0.2	[A: 15W%][M: 2W%]	Debuff: Overwhelming Shot
Impr. Overwhelming Shot	R	Single	1.9	0.2	[A: 15W%][M: 2W%]	Debuff: Overwhelming Shot
Panic Shot	R	Single	1.7	–	[A: 16W%][M: 2W%]	Debuff: Panic Shot (4-sec stun)
Impr. Panic Shot	R	Single	1.7	–	[A: 16W%][M: 2W%]	Debuff: Panic Shot (8-sec stun)
Parry Riposte Stance	M	Single	1.5	–	[A: 15W%][M: 2W%]	Self Buff: Parry/Riposte
Placed Shot	R	Single	1.3	1.1	[A: 10W%][M: 1W%]	
Point At	R	Cone (64x15)	1.7	1.3	[A: 18W%][M: 2W%]	
Power Attack	M	Single	1.7	1.7	[A: 20W%][M: 4W%]	
Impr. Power Attack	M	Single	1.7	1.9	[A: 20W%][M: 4W%]	
Power Boost	All	Self	1	–	[A: 5W%][M: 50W%]	
Quickdraw	R	Single	1.4	1	[A: 16W%][M: 2W%]	
Impr. Quick Draw	R	Single	1.2	1.1	[A: 16W%][M: 2W%]	
Adv. Quick Draw	R	Single	1	1.2	[A: 16W%][M: 2W%]	
Rally	All	Group	1	–	[A: 20W%][M: 5W%]	
Ranged Shot	R	Single	1	1	[A: 2W%][M: 1W%]	
Rapid Fire	R	Single	1.4	1.2	[A: 18W%][M: 2W%]	
Impr. Rapid Fire	R	Single	1.4	1.4	[A: 18W%][M: 2W%]	
Adv. Rapid Fire	R	Single	1.4	1.5	[A: 18W%][M: 2W%]	
Reckless Shot	R	Single	1.7	1.2	[A: 15W%][M: 2W%]	Hit Chance Mod -30% | Self Buff: Reckless Shot
Impr. Reckless Shot	R	Single	1.7	1.4	[A: 15W%][M: 2W%]	Hit Chance Mod -30% | Self Buff: Reckless Shot
Adv. Reckless Shot	R	Single	1.7	1.6	[A: 15W%][M: 2W%]	Hit Chance Mod -30% | Self Buff: Reckless Shot
Restraining Shot	R	Single	1.9	0.5	[A: 18W%][M: 4W%]	Debuff: Restraining Shot (slows)
Impr. Restraining Shot	R	Single	1.9	0.5	[A: 18W%][M: 4W%]	Debuff: Restraining Shot (slows)
Roll Shot	R	Single	1.1	0.8	[A: 15W%][M: 2W%]	Atk: ends kneeling, +50 Defense | Self Buff: Roll Shot
Saber Armor Break	LS	Single	1.4	0.5	[A: 14W%][M: 2W%][F: 1.5W%][F: 40WF%]	Debuff: Saber Armor Break
Impr. Saber Armor Break	LS	Single	1.4	0.5	[A: 14W%][M: 2W%][F: 1.5W%][F: 40WF%]	Debuff: Saber Armor Break
Saber Blind	LS	Single	1.7	0.3	[A: 12W%][M: 2W%][F: 1.25W%][F: 30WF%]	100% Chance: Def: blinded (30 sec)
Impr. Saber Blind	LS	Single	1.7	0.5	[A: 12W%][M: 2W%][F: 1.25W%][F: 30WF%]	100% Chance: Def: blinded (30 sec)
Saber Body Hit	LS	Single	1.6	1.6	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Impr. Saber Body Hit	LS	Single	1.6	1.8	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Saber Dervish	LS	Area (16)	1.9	1.7	[A: 14W%][M: 4W%][F: 2W%][F: 50%]	
Saber Head Hit	LS	Single	1.6	1.6	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Impr. Saber Head Hit	LS	Single	1.6	1.8	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Saber Hit	LS	Single	1	1	[A: 5W%][M: 2W%][F: 0.2W%][F: 5WF%]	
Saber Leg Hit	LS	Single	1.6	1.6	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Impr. Saber Leg Hit	LS	Single	1.6	1.8	[A: 10W%][M: 2W%][F: 1.25W%][F: 25WF%]	
Saber Power Attack	LS	Single	1.7	1.5	[A: 16W%][M: 2W%][F: 1.5W%][F: 40WF%]	
Impr. Saber Power Attack	LS	Single	1.7	1.7	[A: 14W%][M: 2W%][F: 1.5W%][F: 40WF%]	
Saber Slash	LS	Single	1.6	1.2	[A: 12W%][M: 2W%][F: 1.25W%][F: 30WF%]	Bleed (DoT) 60 sec
Impr. Saber Slash	LS	Single	1.6	1.4	[A: 12W%][M: 2W%][F: 1.25W%][F: 30WF%]	High Bleed (DoT) 60 sec
Saber Spin Attack	LS	Area (16)	1.7	1.1	[A: 14W%][M: 2W%][F: 1.5W%][F: 40WF%]	
Impr. Saber Spin Attack	LS	Area (16)	1.7	1.2	[A: 14W%][M: 2W%][F: 1.5W%][F: 40WF%]	
Saber Strike	LS	Single	1.5	1.3	[A: 10W%][M: 2W%][F: 1W%][F: 20WF%]	
Impr. Saber Strike	LS	Single	1.5	1.5	[A: 10W%][M: 2W%][F: 1W%][F: 20WF%]	
Saber Stunning Strike	LS	Single	1.7	0.3	[A: 12W%][M: 2W%][F: 1.5W%][F: 40WF%]	100% Chance: Def: stunned (30 sec)
Impr. Saber Stunning Strike	LS	Single	1.7	0.5	[A: 12W%][M: 2W%][F: 1.5W%][F: 40WF%]	100% Chance: Def: stunned (30 sec)
Saber Sweep	LS	Single	1.6	0.5	[A: 14W%][M: 2W%][F: 1.25W%][F: 30WF%]	Def: knocked down
Impr. Saber Sweep	LS	Single	1.6	0.7	[A: 14W%][M: 2W%][F: 1.25W%][F: 30WF%]	Def: knocked down

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Action/Move	Weapon Type	Target	Time Mod	Damage Mod	Cost	Description
Saber Swipe	LS	Single	1.7	0.5	[A: 14W%][M: 2W%][F: 1.25W%][F: 30WF%]	100% Chance: Def: dizzy (30 sec)
Impr. Saber Swipe	LS	Single	1.7	0.7	[A: 14W%][M: 2W%][F: 1.25W%][F: 30WF%]	100% Chance: Def: dizzy (30 sec)
Saber Throw	LS	Single	1.6	1.1	[A: 10W%][M: 2W%][F: 1.5W%][F: 40WF%]	Range 32m
Impr. Saber Throw	LS	Single	1.6	1.3	[A: 10W%][M: 2W%][F: 1.5W%][F: 40WF%]	Range 32m | Def: knocked down
Adv. Saber Throw	LS	Cone (32x30)	1.6	1.5	[A: 10W%][M: 2W%][F: 1.5W%][F: 40WF%]	Range 32m | Def: knocked down
Scatter Hit	M	Single	1.7	1.3	[A: 16W%][M: 2W%]	
Impr. Scatter Hit	M	Single	1.7	1.4	[A: 16W%][M: 2W%]	
Scatter Shot	R	Single	1.7	1.4	[A: 16W%][M: 2W%]	
Impr. Scatter Shot	R	Single	1.7	1.5	[A: 16W%][M: 2W%]	
Sniper Shot	R	Single	1.7	3	[A: 20W%][M: 4W%]	Atk: must be prone
Impr. Sniper Shot	R	Single	1.7	3.2	[A: 20W%][M: 4W%]	Atk: must be prone
Adv. Sniper Shot	R	Single	1.7	3.4	[A: 20W%][M: 4W%]	Atk: must be prone
Spin Attack	M	Area	1.7	1.1	[A: 18W%][M: 4W%]	
Impr. Spin Attack	M	Area	1.7	1.2	[A: 18W%][M: 4W%]	
Spray Shot	R	Cone (64x15)	1.8	1.4	[A: 16W%][M: 2W%]	
Impr. Spray Shot	R	Cone (64x15)	1.8	1.5	[A: 16W%][M: 2W%]	
Adv. Spray Shot	R	Cone (64x15)	1.8	1.5	[A: 16W%][M: 2W%]	
Startle Shot	R	Single	1.7	1.3	[A: 16W%][M: 2W%]	Def: Posture up | Debuff: Startle Shot
Impr. Startle Shot	R	Single	1.7	1.4	[A: 16W%][M: 2W%]	Def: Posture up | Debuff: Startle Shot
Adv. Startle Shot	R	Single	1.7	1.5	[A: 16W%][M: 2W%]	Def: Posture up | Debuff: Startle Shot (5-sec stun)
Stasis	F	Single	1	1	[A: 10%][M: 6%][F: 275WF%]	Range 32m | Debuff: Force Stasis
Steady Aim	All	Group	1	–	[A: 20W%][M: 5W%]	
Stopping Shot	R	Single	1.9	0.4	[A: 18W%][M: 4W%]	Debuff: Stopping Shot (slows)
Impr. Stopping Shot	R	Single	1.9	0.4	[A: 18W%][M: 4W%]	Debuff: Stopping Shot (slows)
Adv. Stopping Shot	R	Single	1.9	0.4	[A: 18W%][M: 4W%]	Debuff: Stopping Shot (slows)
Stunning Blow	M	Single	1.7	0.3	[A: 15W%][M: 2W%]	90% Chance: Def: stunned (20 sec)
Impr. Stunning Blow	M	Single	1.7	0.5	[A: 15W%][M: 2W%]	130% Chance: Def: stunned (40 sec)
Stun Recovery	All	Self	1.9	–	[A: 8%]	Atk: must be stunned
Suppression Fire	R	Cone (64x15)	1.9	0.2	[A: 18W%][M: 4W%]	Duration 10 sec | Debuff: Suppression Fire
Impr. Suppression Fire	R	Cone (64x15)	1.9	0.3	[A: 18W%][M: 4W%]	Duration 10 sec | Debuff: Suppression Fire
Adv. Suppression Fire	R	Cone (64x15)	1.9	0.4	[A: 18W%][M: 4W%]	Duration 10 sec | Debuff: Suppression Fire
Sweep Attack	M	Area	1.4	0.4	[A: 18W%][M: 2W%]	Def: knocked down
Impr. Sweep Attack	M	Area	1.4	0.4	[A: 18W%][M: 2W%]	Def: knocked down
Adv. Sweep Attack	M	Area	1.4	0.5	[A: 18W%][M: 2W%]	Def: knocked down
Sword Flurry	M	Single	1.9	0.75	[A: 16W%][M: 2W%]	Self Buff: Sword Flurry
Impr. Sword Flurry	M	Single	1.9	1	[A: 16W%][M: 2W%]	Self Buff: Sword Flurry
Taunt	M	Single	1.9	–	[A: 6%]	Range 15m
Taunt Bonus	M	Single	1.9	–	[A: 6%]	Range 15m
Impr. Taunt Bonus	M	Single	1.9	–	[A: 6%]	Range 15m
Adv. Taunt Bonus	M	Single	1.9	–	[A: 6%]	Range 15m
Throw Grenade	T	Area	1	1	[A: 18W%][M: 2W%]	Range 35m
Torso Shot	R	Single	1.9	2	[A: 18W%][M: 2W%]	25% Chance: Low Bleed (DoT) 45 sec
Underhand Shot	R	Single	1.7	0.5	[A: 18W%][M: 2W%]	Def: knocked down
Impr. Underhand Shot	R	Single	1.7	0.75	[A: 18W%][M: 2W%]	Def: knocked down
Volley Fire	All	Single	1	1	[A: 20W%][M: 5W%]	Range 64m
Warcry	M	Cone (48x15)	1.7	–	[A: 5%]	Duration 10 sec | Range 20m | Debuff: Warcry (10-sec stun)
Impr. Warcry	M	Cone (48x15)	1.7	–	[A: 5%]	Duration 20 sec | Range 20m | Debuff: Warcry (20-sec stun)
Warning Shot	R	Single	1.9	–	[A: 15W%][M: 2W%]	Debuff: Warning Shot

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ARMOR

By David White, Combat Upgrade Lead Designer

The Combat Upgrade significantly affects armor. The new armor accomplishes these objectives:

- Makes the degree of protection that armor provides more standard and organized, so that there aren't pieces with random, widely varying extremes of protection.
- Gives you a series of tactical choices to make when selecting your armor. (What protection do you need to emphasize? Is higher protection worth a reduction in movement or accuracy?)
- Makes it easier to tell a character's combat role through what his armor looks like.
- Encourages you to use all of the different types of armor.

Bottom line, the plan is to make armor simpler to understand, while adding compelling game play to the armor system.

BASIC DAMAGE TYPES

All weapons inflict either *Kinetic* or *Energy* base damage. (Lightsaber damage is Energy damage.) Several weapons inflict additional elemental damage: *Heat*, *Cold*, *Acid* or *Electrical*. Heat is the opposite of Cold, and Acid is the opposite of Electrical, meaning protection for one reduces protection for the other.

Note: Color Coding. In general, the color for energy weapons is red, and the color for kinetic weapons is blue.

ARMOR TYPES

Armor is divided into four categories:

None
Reconnaissance
Battle
Assault

Reconnaissance Armor has a slight bonus to energy protection and a slight penalty to kinetic damage protection.

Battle Armor has even protection against all damage types.

Assault Armor has a slight penalty to energy protection and a slight bonus to kinetic damage protection.

Each category has its own set of unique appearances. Armor certifications control what types of armor each profession can wear.

Starting professions don't qualify you to wear any armor. As you progress into the Elite and Hybrid professions, you gain certifications for armor based on your profession.

ARMOR CRAFTING

Armor crafting has been (to a certain extent) standardized, so that you can have all sorts of different armor — to illustrate who you are and what you do — while not introducing widely varying armor values. Even Wookiees and Ithorians have armor that is comparable to armor worn by the other species. Armorsmiths can create factional and specialized quest armors without making them unbalanced relative to standard armors.

The entire crafting process is broken down into 4 major phases.

1. LAYERS (OPTIONAL)

The layer creation step is an optional step, but it comes first if you do it. It allows you to adjust the specific types of protection that the armor you're crafting will offer. There's an important caveat, however. All damage types are in pairs (Energy/Kinetic, Heat/Cold and Acid/Electrical) and raising the protection for one half of a pair reduces the protection against the other half of the pair. For instance, you can tweak Heat protection up with layers, but doing so reduces Cold protection by the same amount.

Armor will resist a percentage of each type of damage. (Basic armor only protects against Kinetic and Energy damage.)

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2. SEGMENTS

Segments are the basic component for any piece of armor. At the segment stage a crafter may experiment on condition and resistances. An Armorsmith may also choose to incorporate up to four different elemental layers at this point. You cannot experiment on hindrances.

3. CORE

The Core is the inner guts of the armor. The three categories of armor (Reconnaissance, Battle and Assault) come in three different levels:

Basic
Standard
Advanced

Thus, there are nine different Core schematics. The level of the Core determines the number of segments that you must include. A Basic Core requires one segment, a Standard Core requires two segments, and an Advanced Core requires three segments. Both the hindrance of the segments and the protective value of the segments stack. Thus, if the same segments were used in both a Basic Core and an Advanced Core, the Advanced Core would have three times the protection and three times the hindrance of the Basic Core.

4. ARMOR APPEARANCE

This final combine determines the appearance of the armor. At this stage of the process the crafter combines the Core with some specific appearance parts, tailor components, and various optional loot items. Since the stats were already set in the previous step, a Core can be combined with any appearance allowed for that type of Core, with no modification in its values. Only factionally aligned Armorsmiths will be able to craft armor appearances for their faction. One thing to note, while Wookiees and Ithorians are limited in the appearances of their armor types, they will have the full range of crafting possibilities and functionality that everyone else has.

NEW ARMOR SETS

This method will allow many new sets and pieces of the armor to the game. Right away, there are four new complete sets of Faction armor available to both Combatant (PvE) and Special Forces (PvP) characters:

Imperial Reconnaissance Armor
all species (helmets only fit Humans and Zabraks)

Imperial Assault Armor
all species (helmets only fit Humans and Zabraks)

Rebel Battle Armor
all species except Wookiees and Ithorians

Rebel Assault Armor
all species except Wookiees and Ithorians

In addition to the full sets that have been added, the following sets of armor have had additional pieces added to make complete sets, wearable by all species except Wookiees and Ithorians:

Bounty Hunter Armor
Mandalorian Armor
Marauder Armor
Rebel Recon Armor (Marine armor)
RIS Armor
Tantel Armor

ARMOR STATS

Armor use the same stats as before, but there is no more general Armor Rating, Damage Mitigation Types or Encumbrance. Each piece of armor has a Kinetic and Energy rating, plus an elemental damage rating (Heat, Cold, Acid and/or Electrical) if the armor piece has any resistance of that sort.

We list only general armor stats in this guide, because the stats for each piece of armor are determined by the Armorsmith's skill and the components she uses to craft it.

Wearing Advanced armor slows your movement, slows your rate of fire and decreases your accuracy. As you improve in a profession, you learn how to compensate for these drawbacks (thus reducing their effect). Basic armor does not incur any penalties of this sort.

Armor	Defense	Armor	Kinetic	Energy
Basic	0 – 2000	*Assault*	+1000	-1000
Standard	0 – 4000	*Battle*	–	–
Advanced	0 – 6000	*Recon*	-1000	+1000

The defense adjusts for Assault and Reconnaissance armor cannot take their Kinetic or Energy rating below zero.

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SPECIES NORMALIZATION & HIT LOCATION (UPDATE)

Armor in ***Star Wars* Galaxies** is subject to a few unique limitations — certain player species cannot wear certain pieces of armor. For example, Trandoshans cannot wear gloves or boots, and Wookiees cannot wear boots. To avoid extreme vulnerability (and to avoid penalizing players for creating characters of these species), hands and feet are no longer possible hit locations.

ARMOR SLICING (UPDATE)

The widely varying extremes of armor slicing have been significantly compressed. Low success is no longer as low as it once was, and high success is no longer as high. In addition, remember that as a general rule of thumb, any time a protection is raised by any method, the hindrances (for the "opposing" type of damage) will also rise by a corresponding amount. And of course, slicing remains an "illegal" activity and sliced armor can trigger an alarm when scanned for illegal goods.

PERSONAL SHIELD GENERATORS (UPDATE)

Personal Shield Generators are worn instead of an armor belt and charge up like mini-shields. They can take a few hits and then need a short period of time to charge back up. PSGs now wear out at a slower rate. Anyone can wear a PSG, but they only protect against ranged Energy attacks.

CYBERNETICS

Cybernetic limbs are available in three locations — left arm, right arm and legs. (Cybernetic legs come in pairs.) All limbs have 14,200 hit points (Health).

Cybernetics can't be combined with armor — if you have a cybernetic limb, you cannot protect it with armor. However, each normal cybernetic piece has its own armor protection. (Replacement limbs have no armor.)

You sometimes get a replacement limb when you've taken so much damage that normal medical procedures can't save your limb and you don't have clone insurance. There is no charge to install a replacement limb, but it does cost 1000 to replace it with a regrown natural limb.

In four cases (* marked with asterisks), the limb's name refers to a Special Move that you can perform with the Limb (see pp. 131-134 for the table of Special Moves.) **Protection Amount** is the limb's defense. (Remember, you can't cover it with armor.) **Repair Cost** is what it costs to repair each point of damage. **Install** and **Remove Costs** are how much it costs to put one on or take one off.

Cybernetic Replacement	Protection Amount	Install Cost	Repair Cost	Remove Cost	Notes
Replacement (left arm)	–	0	1	1000	
Replacement (right arm)	–	0	1	1000	
Replacement (legs)	–	0	1	1000	
Cybernetic Strength (left arm)	1200	5000	1	5000	Melee Defense -10 | Melee Accuracy +5
Cybernetic Shock * (right arm)	1200	5000	2	5000	
Cybernetic Speed (legs)	600	5000	3	5000	
Cybernetic-Assisted Revive (left arm)	1200	5000	1	5000	Healing +15 | Ranged Accuracy -10 | Melee Accuracy-10
Cybernetic Sure Shot * (right arm)	600	5000	2	5000	Throw range +20% | Ranged Accuracy -5 | Melee Accuracy -5
Cybernetic Critical Snipe * (left arm)	1200	5000	3	5000	Range +5% | Ranged Accuracy +5 | Melee Defense -10 | Melee Accuracy -10
Cybernetic Throw Range (right arm)	1200	5000	1	5000	Range +10% | Ranged Accuracy -10
Cybernetic Kick Down * (legs)	1200	5000	2	5000	Throw range -10% | Ranged Accuracy -5 | Melee Defense -10 | Melee Accuracy -10

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COMBAT LEVEL

You know the familiar Con colors — white, yellow, red, green and so forth? How exactly did the game know how to compare you to the mob's level, in a game without levels? Well, actually, you've always sort of had a level, it just wasn't expressed.

And now it is. To help you group and work together with other players, your **combat level** (CL) is part of the onscreen display, in the far upper left corner. When other characters are grouped with you, they see your CL along with your HAM bars. So how is CL calculated?

Basically, any experience points that you spend to improve a combat profession are also counted toward your CL. When you spend 1000 XP to reach Brawler: Unarmed I, that same 1000 XP is counted toward your CL. If that's the first profession step you take, it raises your CL from 1 to 2 (with 500 CL XP) and gets you halfway to CL 3 (which takes another 1000 CL XP).

There are a few exceptions. It takes a lot more work to earn experience toward professional advancement in a few combat professions, so the XP you spend in those professions counts double, or even more, toward your CL. Here is the current list of professions that earn CL, and how much CL XP each type of XP earns.

Types of XP	CL multiplier
Bounty Hunter (Investigation) XP	x35
General Combat XP (lots of Professions)	x3
Scout XP (but not Trapping XP)	x2
Unarmed XP (Brawler, Teräs Käsi)	x1
One-handed XP (Brawler, Fencer)	x1
Two-handed XP (Brawler, Swordsman)	x1
Polearm XP (Brawler, Pikeman)	x1
Rifle XP (Marksman, Rifleman)	x1
Pistol XP (Marksman, Pistoleer)	x1
Carbine XP (Marksman, Carbineer)	x1
Heavy Weapons XP (Commando)	x1
Jedi XP	x1
Medic, Doctor, Combat Medic XP	x1
Creature Handler XP	x1
Trapping XP (Scout, Ranger)	x1
All other professions	x0

HEALTH

As your CL increases, so does your Health (and your Health regeneration rate, as well). With each new combat level you gain after CL 2, you get more Health. The following chart shows how many CL XP you need to reach each new combat level, how many total CL XP you need for each level (for those of you who like to plan ahead) and how many more hit points you gain at each level.

COMBAT LEVEL CHART

CL	CL XP	Total CL XP	Extra HP
1	–	–	0
2	500	500	0
3	1,000	1,500	50
4	6,000	7,500	75
5	18,000	25,500	100
6	21,000	46,500	125
7	60,000	106,500	150
8	91,000	197,500	175
9	120,000	317,500	200
10	140,000	457,500	225
11	182,650	640,150	250
12	213,900	854,050	275
13	245,150	1,099,200	300
14	276,400	1,375,600	325
15	307,650	1,683,250	350
16	395,150	2,078,400	375
17	482,650	2,561,050	390
18	607,650	3,168,700	405
19	732,650	3,901,350	420
20	849,316	4,750,666	435
21	965,982	5,716,648	450
22	1,082,650	6,799,298	465
23	1,307,650	8,106,948	480
24	1,532,650	9,639,598	495
25	1,620,150	11,259,748	510
26	1,707,650	12,967,398	525
27	1,832,650	14,800,048	540
28	1,957,650	16,757,698	555
29	2,074,316	18,832,014	570
30	2,190,982	21,022,996	585
31	2,307,650	23,330,646	600
32	2,532,650	25,863,296	615
33	2,757,650	28,620,946	630
34	2,845,150	31,466,096	645
35	2,932,650	34,398,746	660

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CL	CL XP	Total CL XP	Extra HP
36	3,057,650	37,456,396	675
37	3,182,650	40,639,046	690
38	3,299,316	43,938,362	705
39	3,415,982	47,354,344	720
40	3,532,650	50,886,994	735
41	3,757,650	54,644,644	750
42	3,982,650	58,627,294	765
43	4,070,150	62,697,444	780
44	4,157,650	66,855,094	795
45	4,282,650	71,137,744	810
46	4,407,650	75,545,394	825
47	4,524,316	80,069,710	840
48	4,640,982	84,710,692	855
49	4,757,650	89,468,342	870
50	4,982,650	94,450,992	885
51	5,102,650	99,553,642	900
52	5,352,650	104,906,292	915
53	5,602,650	110,508,942	930
54	5,852,650	116,361,592	945
55	6,102,650	122,464,242	960
56	6,227,650	128,691,892	1000
57	6,390,850	135,082,742	1040
58	6,679,050	141,761,792	1080
59	6,967,250	148,729,042	1120
60	7,255,450	155,984,492	1160
61	7,543,650	163,528,142	1200
62	7,788,650	171,316,792	1240
63	8,033,650	179,350,442	1280
64	8,278,650	187,629,092	1320
65	8,523,650	196,152,742	1360
66	8,768,650	204,921,392	1400
67	9,013,650	213,935,042	1440
68	9,258,650	223,193,692	1480
69	9,503,650	232,697,342	1520
70	9,748,650	242,445,992	1560
71	9,993,650	252,439,642	1600
72	10,242,650	262,682,292	1640
73	10,491,650	273,173,942	1680
74	10,740,650	283,914,592	1720
75	10,989,650	294,904,242	1760
76	11,238,650	306,142,892	1800
77	11,438,650	317,581,542	1840
78	11,638,650	329,220,192	1880
79	11,838,650	341,058,842	1920
80	12,038,650	353,097,492	1960
81	12,238,650	365,336,142	2000



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STATES

If any special moves affect you, an icon appears next to your name on the HUD, denoting what state you are currently in.



This is the stunned icon, it informs you that you are currently stunned and suffering from its effect. As with all states, the stunned state is temporary.

The following is a list of states and their descriptions. Learn them; they will significantly impact the outcome of a fight:



Aggressive. Increases chance of delivering a successful counterattack and decreases chance of getting hit in combat.



Aiming. Provides a bonus to hit on the next attack.



Alert. Counters surprise attack special move.



Berserk. Provides a bonus to hit, faster attacks, and damage bonus, but also applies a penalty to defense.





Blindness. Applies penalties to both offense and defense.



Dizziness. Creates chance of falling down when changing postures.



Evading. Provides chance of dodging an attack.



Immobilized. Prevents movement.



In Combat. Indicates that the character is involved in combat.



Incapacitation. Character is incapacitated (any HAM bar has dropped to 0) and is vulnerable to a deathblow.



Intimidated. Increases chance of being hit by attacks.



Rallied. Provides both a bonus to hit and a bonus to defense.



Stunned. Applies penalties to defense.



Taking Cover. Provides bonuses to defense.



Tumbling. Provides defensive bonuses while changing postures.

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TAKING DAMAGE



Damage reduces one or more of your HAM bars, but the bars regenerate over time.

Throughout combat, you'll take damage to your Health. Health regenerates over time, or it can be healed during or after combat by the use of stimpacks. You need to be trained in Novice Medic to use stimpacks.

To use a stimpack, open your inventory (I), right-click on the stimpack, and select the "Use on self" option. If you dragged the stimpack to your toolbar, press the corresponding key to activate the stimpack. Just make sure you have yourself selected first.

When watching the fight, you'll notice numbers floating off your character. Red numbers indicate damage to your Health.

BLEEDING

Certain weapons, on a successful hit, cause you to bleed. Bleeding slowly drains Health until it is cured, or it runs its course. Be careful; bleeding to incapacitation is possible, so get cured or use stimpacks to boost your bars before they fall to zero.



The numbers floating above your head represent the damage you have sustained.

INCAPACITATION

You become incapacitated if your Health falls to zero. You cannot move, deal damage, speak, or equip items while in this state. A timer appears to let you know how long you will remain in the incapacitated state.

Another player can revive you by using a stimpack on your fallen body, or you can wait until the state passes.

DEATH

Death occurs if:

- a creature or player performs a deathblow on you while you are incapacitated, or
- you become incapacitated three times within any 10-minute span.

Should this occur, you have the option of cloning at the nearest facility, or whichever facility at which you have bound yourself.



This timer counts down to the time you will revive, unless the creature that incapacitated you performs a deathblow.

If you have not insured your items at an insurance terminal, most of your items will be left on your corpse. Luckily however, finding your corpse is a breeze as a waypoint is automatically set to show you the way.

LOOTING

If you are successful in combat or if you are retrieving items left on your corpse, loot any items left on the carcass. Double-click on the corpse to loot all items from that corpse. Or, right-click on the target, and select "Loot" or "Loot All" from the radial menu. Selecting "Loot" opens a window that allows you to loot only the items you see fit, while selecting "Loot All" removes all items from the corpse and places them in your inventory. Scouts also get the option to harvest resources from the corpse, gaining XP and organic resources in the process.

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POST-COMBAT HEALING

Damage sustained in combat regenerates over time, or can be healed through the use of stimpacks. Wounds do not regenerate. Wounds reduce the maximum number of points in your Health pool.



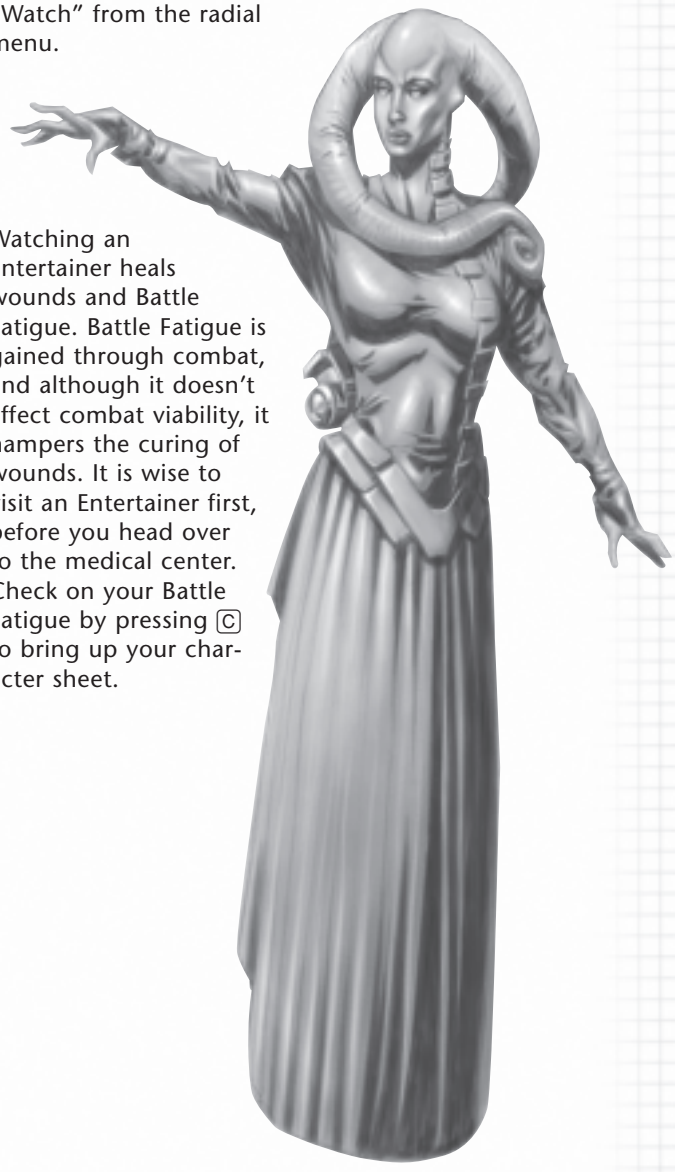
A wound reduces your Health's maximum value and is illustrated by black sections at the end of your Health bar.



To heal wounds, visit a Medic, Combat Medic or Doctor at your nearest hospital. To heal Battle Fatigue, visit an Entertainer at your local cantina.

To heal your wounds, visit a hospital or campsite, and solicit the help of a healing professional. She will apply medpacks to heal your wounds. Or, if you are trained as a Medic, you can purchase medpacks at dispensers and use them by opening your inventory, right-clicking on them, and selecting either "Use on Self" or "Use on Target" from the radial menu.

Alternatively, visit a cantina and watch or listen to an Entertainer. To listen to a Musician, either target him and type **/listen**, or right-click on him and select "Listen" from the radial menu. Likewise, to watch a Dancer, target her and type **/watch**, or right-click on her and select "Watch" from the radial menu.



Watching an Entertainer heals wounds and Battle Fatigue. Battle Fatigue is gained through combat, and although it doesn't affect combat viability, it hampers the curing of wounds. It is wise to visit an Entertainer first, before you head over to the medical center. Check on your Battle Fatigue by pressing C to bring up your character sheet.

TIP

Tip Entertainers and Healers; they perform a necessary service that allows you to continue fighting. To tip someone, select him and type /tip [amount]. For example, typing **/tip** *100 tips your target 100 credits.*

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EPISODE 3 COMBAT UPDATE

COMBAT PROFESSION ROLES

By David White,
Combat Upgrade Lead Designer

From the diagram below we can extrapolate that there are four basic roles in combat:

Tanking. Defensive ability

Damage Dealing. Offensive ability

Crowd Control. Battle flow abilities

Healing. Healing oneself or other characters

Multiple professions have the same core role, but they also have specific specializations. For example, if you're a ranged-damage dealer, you will have one or more of these specializations:

- Long range damage ability
- Short range damage ability
- Utility damage ability (area attacks and Damage-over-Time attacks — DoT)

PROFESSION PREREQUISITES

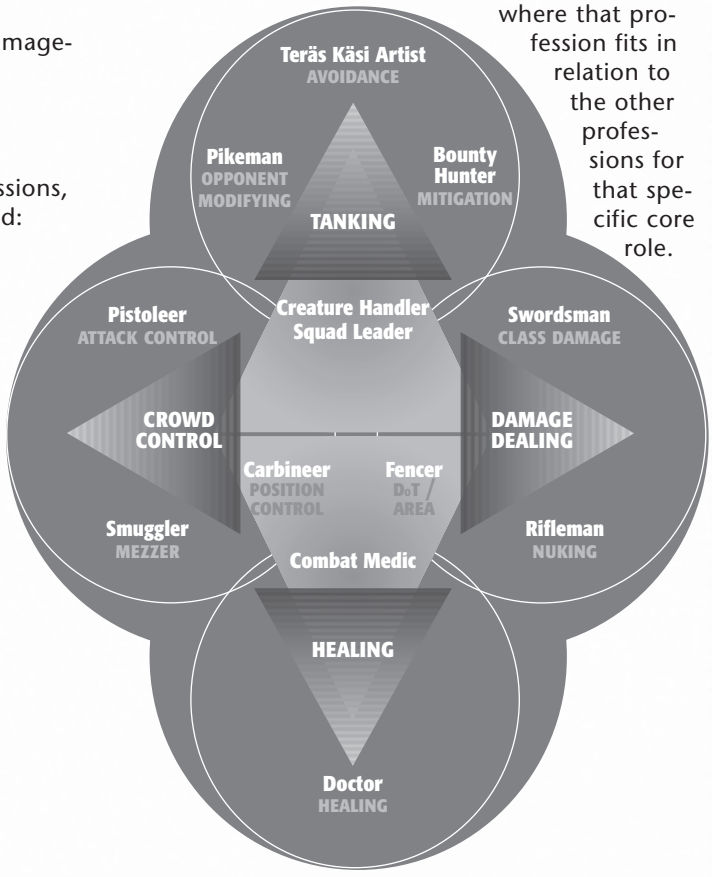
In an effort to balance the elite combat professions, skill costs and prerequisites have been adjusted:

New Profession Prerequisites

Rifleman	Marksman: Rifles IV + Marksman: Ranged Support IV
Carbineer	Marksman: Carbine IV + Marksman: Ranged Support IV
Pistoleer	Marksman: Pistol IV + Marksman: Ranged Support IV
Pikeman	Brawler: Polearm IV + Brawler: Unarmed IV
Swordsman	Brawler: 1H Sword IV + Brawler: 2H Sword IV
Fencer	Brawler: 1H Sword IV + Brawler: Unarmed IV
TKA	Brawler: Unarmed IV + Brawler: 2H Sword IV
Bounty Hunter	Marksman: Ranged Support IV + Scout: Exploration IV
Commando	Brawler: Unarmed IV + Marksman: Ranged Support IV
Squad Leader	Marksman: Ranged Support IV + Scout: Survival IV

PROFESSION ROLE SUMMARIES

Below are summaries of each elite combat profession followed by a brief description. The primary and secondary role definitions are high level and conceptual — intended to convey only the basics of the profession. The core role rankings were added to give a guideline on where that profession fits in relation to the other professions for that specific core role.



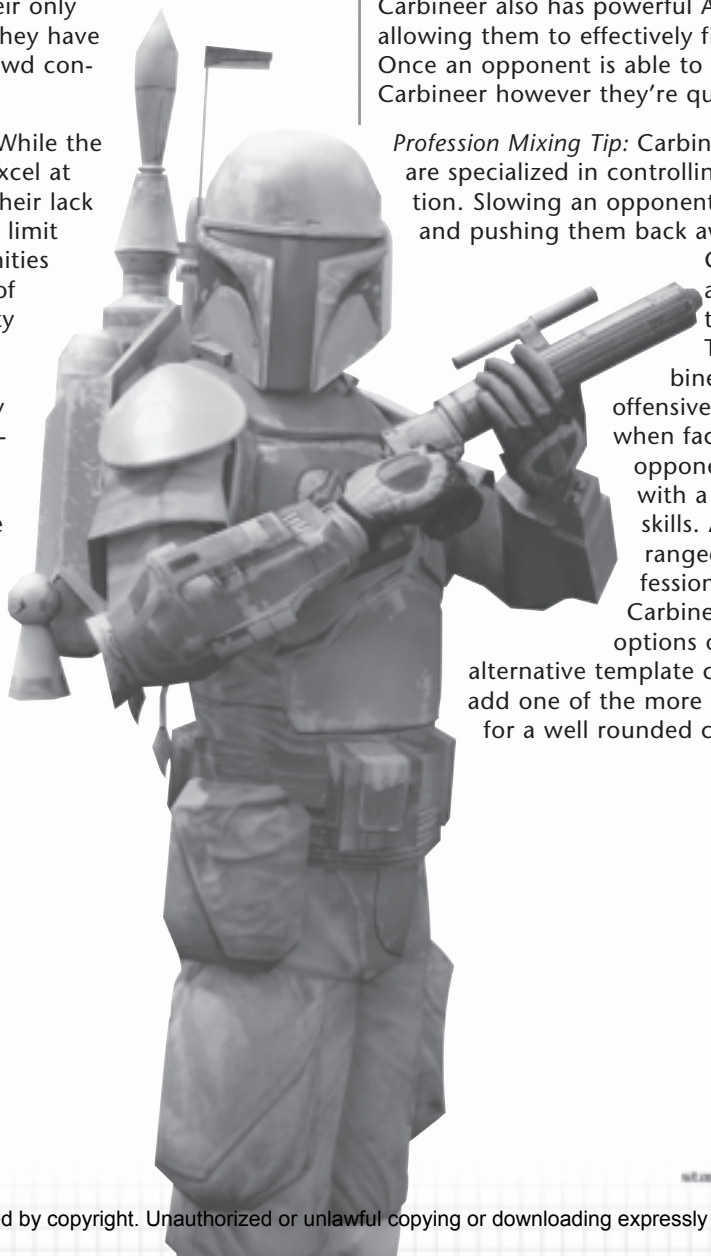
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Bounty Hunter

Primary Role	One-on-One Combat Specialist
Secondary Role	Medium Range Tanking (Mitigation)
Offense	Strong (4)
Defense	Strong (4)
Crowd Control	Minimal (1)

Bounty Hunters excel in hunting and destroying their targets. The Bounty Hunter's arsenal includes a fairly well rounded set of abilities covering both offensive and defensive abilities. Their only real weakness is that they have little in the way of crowd control abilities.

Profession Mixing Tip: While the Bounty Hunter does excel at one-on-one combat, their lack of diverse abilities can limit their tactical opportunities when facing a group of opponents. The Bounty Hunter profession is a solid foundation for combining with nearly any other combat profession, so that you have the ability to remove many of those tactical deficiencies depending on your specific play-style preferences.



Carbineer

Primary Role	Medium Range Crowd Control (Position Control)
Secondary Role	Medium Range Area Effect Damage Specialist
Offense	Strong (4)
Defense	Minimal (1)
Crowd Control	Strong (4)

The Carbineer is a medium-range control specialist. He or she has potent abilities to keep targets at a distance and reduce their combat effectiveness. The Carbineer also has powerful Area Cone attacks allowing them to effectively fight groups of targets. Once an opponent is able to close with the Carbineer however they're quite vulnerable.

Profession Mixing Tip: Carbineer crowd control skills are specialized in controlling an opponent's position. Slowing an opponent's movement speed and pushing them back away from the Carbineer are potent abilities for controlling the flow of combat. These abilities combined with fairly strong offensive abilities, particularly when faced with a group of opponents, leave the player with a very potent set of skills. Adding additional ranged skills from other professions only increases a Carbineer's power and options on the battlefield. An alternative template combination may be to add one of the more defensive professions for a well rounded combat character.

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Combat Medic

Primary Role	Medical Combatant
Secondary Role	Combat Healing
Offense	Strong (4)
Defense	Weak (2)
Crowd Control	Moderate (3)

Combat Medics are the natural progression of Medics into the combat field. Their medical expertise, turned to the goal of eliminating the enemy, culminated in the creation of powerful medical weaponry that can quickly leave opponents crippled and powerless. They also have the ability to competently heal their allies while in the thick of battle.

Combat Medics retain their healing abilities, but they will always be secondary to the capabilities of a Doctor.

Commando

Primary Role	Heavy Weapon Specialist
Secondary Role	Medium Range Damage Specialist
Offense	Very Strong (5)
Defense	Moderate (3)
Crowd Control	Minimal (1)

The Commando is the specialist of Heavy Weapons. An entire line of unique heavy weapons are available in the Commando's arsenal. The Commando also receives many bonuses making them more proficient with standard weapons when combined with other profession skills. Whatever the damage dealing requirement is for a situation, the Commando has the answer.

Profession Mixing Tip: Commandos are intended to be the weapon specialists, and are in the top echelon of heavy damage dealing professions, along with Rifleman and Swordsman. Commandos focus on their potent damage dealing capability rather than having a varied utility or strong defensive ability. Adding additional ranged profession skills to a Commando creates a very potent damage specialist, because instead of having a few special abilities for a specific set of weapons, they can now stack their profession with other professions to gain a wide variety of special abilities. Alternatively, Commandos may decide to increase their tactical flexibility by learning skills from other professions.

Creature Handler

Primary Role	Pet Handler
Secondary Role	Versatility
Offense	N/A (Defined by Pet)
Defense	N/A (Defined by Pet)
Crowd Control	N/A (Defined by Pet)

Creature Handlers are the ultimate in combat versatility. While they have no innate combat capabilities of their own, they are able to fulfill almost any needed role as long as they have a pet with the necessary abilities.

Doctor

Primary Role	Medical Support
Secondary Role	Single Target Healing
Offense	N/A
Defense	N/A
Crowd Control	N/A

Although not actually a fighting profession, Doctors are included here because they are required to be in the field of combat fulfilling a support role.

Doctors are the primary healing profession, with the widest range of healing abilities for both short-term and long-term ailments. Damage healing abilities of the Doctor are specialized in single-target heals, while Combat Medics will remain the most versatile field healer with their wide range of area effect and ranged healing medicines. Doctors are also vital in the long-term support of combat units. Large combat groups engaged in lengthy battles will find that their effectiveness dwindles over time due to accumulation of wounds, unless combatants have a Doctor available to heal wounds and revive patients.

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Fencer

Primary Role	Close Range DoT Specialist (Damage-Over-Time via Bleeds)
Secondary Role	Close Range Crowd Control (Position Control)
Offense	Strong (4)
Defense	Weak (2)
Crowd Control	Moderate (3)

The Fencer is a lighting-fast attacker who specializes in hit-and-run combat. While Fencers have fairly weak defenses, making them less than ideal for standing toe to toe with their opponent, they will employ many abilities that help them reduce their need to stay within range of their target.

As a primary Damage Dealing profession, Fencers will have damage output second only Rifleman and Swordsman. However, their attack style is very different and unique. Their defensive abilities will end up being very weak, ensuring they must rely on hit and run tactics. Basic Crowd Control abilities support their role as hit and run combatants, making them a very potent damage dealer in combat.

Profession Mixing Tip: Because of their weak defensive skills, Fencers will benefit greatly from additional defensive skills from Teräs Käsi or Pikeman, or a player could choose to widen their offensive arsenal by adding Swordsman abilities.

Pikeman

Primary Role	Melee Opponent Control (Attacker Modifiers)
Secondary Role	Melee Crowd Control (Attacker Control)
Offense	Weak (2)
Defense	Strong (4)
Crowd Control	Moderate (3)

The Pikeman specializes in controlling and tanking groups of opponents. In addition to a generally strong defensive ability, the Pikeman can significantly reduce an opponent's combat ability. These defensive abilities, combined with some good area attack capabilities, make the Pikeman a strong combatant.

Profession Mixing Tip: The Pikeman main tanking talent is to reduce an opponent's ability to deliver damage. This ability combines exceptionally well with other defensive profession abilities such as Teräs Käsi. A Pikeman who is not specialized in defensive skills is still extremely useful in a group situation, as their ability adds perfectly to the defensive skills of other players, allowing them to stay alive longer than they ever could on their own. While Pikemen are not by default powerful offensively, they do get extremely useful utility abilities and area attacks that, when combined with other offensive professions skills, like those from Swordsman, allow for some devastating combinations.

Pistoleer

Primary Role	Close Range Crowd Control (Attacker Control)
Secondary Role	Opponent Damage Reduction (Attacker Modifiers)
Offense	Weak (2)
Defense	Moderate (3)
Crowd Control	Strong (4)

The Pistoleer is a lightweight combat specialist. They move quickly around the field of battle, softening up targets and reducing their effectiveness. The damage output of the Pistoleer is relatively low, but given time and careful tactical control they are still fully capable of taking out targets on their own. The Pistoleer's abilities truly shine though when combined with a well-organized group.

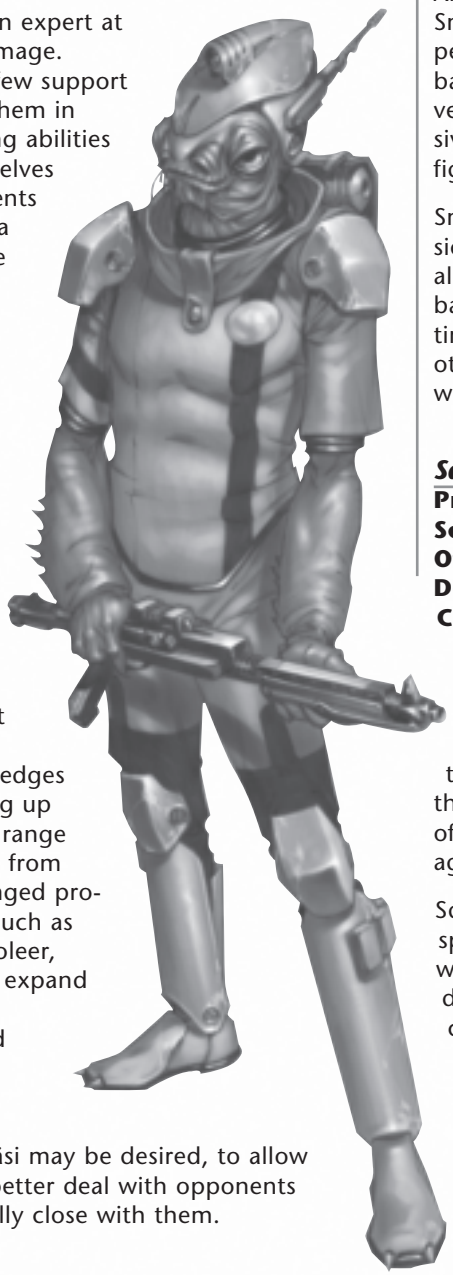
Pistoleers are similar in function to the Pikeman. They are more potent in their ability to reduce a target's combat effectiveness and make their opponents weaker in defensive ability. While Pistoleer skills may not create a significant power increase, it can be combined with many other professions' skill abilities to create a significant increase in tactical opportunity.

Profession Mixing Tip: As a versatile close-to-medium-ranged combatant, Pistoleer can benefit greatly from other similar ranged professions. For example, a Pistoleer can add Teräs Käsi or Bounty Hunter skills for defensive abilities, or Carbineer skills for increased offensive and crowd control ability.

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Rifleman

Primary Role	Long Range Damage Specialist
Secondary Role	Long Range Crowd Control (Position Control)
Offense	Very Strong (5)
Defense	Minimal (1)
Crowd Control	Moderate (3)



The Rifleman is an expert at long distance damage. Riflemen have a few support abilities to help them in this role, including abilities to conceal themselves and keep opponents at a distance for a short while. Once an opponent has closed the distance, however, the Rifleman is probably hosed.

Profession Mixing Tip: The role of the Rifleman is that they are the embodiment of long-range damage dealing. They should have abilities that allow them to maneuver at the edges of combat, setting up devastating long range attacks and shots from hiding. Other ranged profession abilities, such as Carbineer or Pistoleer, could be used to expand and enhance a Rifleman's ranged combat options. Melee profession skills like Teräs Käsi may be desired, to allow the Rifleman to better deal with opponents who might actually close with them.

Smuggler

Primary Role	Crowd Control Specialist
Secondary Role	Medium Range Damage Dealer
Offense	Moderate (3)
Defense	Minimal (1)
Crowd Control	Very Strong (5)

All's fair in love and war is the motto most Smugglers live by. Smugglers use what is generally perceived as dirty fighting to keep their targets off balance while they defeat them. Smugglers have very low defensive ability, and only moderate offensive ability, but when combined with their unique fighting style they can comfortably hold their own.

Smugglers are the dominant Crowd Control profession. They have a whole new line of abilities that allow them to temporarily remove an enemy combat threat so that it can be dealt with at a later time. Smugglers' abilities combine well with many other profession abilities, and will be vital in dealing with high-end group missions.

Squad Leader

Primary Role	Group Enhancement Specialist
Secondary Role	Medium Range Combatant
Offense	Moderate (3)
Defense	Moderate (3)
Crowd Control	Moderate (3)

A Squad Leader's power shows through the bonuses they are able to bring to their group members. Squad Leaders have many and varied abilities to improve the coordination and effectiveness of their group. Even outside of a group, the Squad Leader is a good combatant, but their offensive and defensive capabilities are only average, with no special abilities setting them apart.

Squad Leaders did not receive any specific combat specialty, as their true strengths only show when working in a group. Squad Leaders will have the default suite of combat modifiers. Squad Leader can add any other profession abilities to fit their preferred playstyle.

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Swordsman

Primary Role	Close Range Damage Specialist
Secondary Role	Melee Tanking (Mitigation)
Offense	Very Strong (5)
Defense	Moderate (3)
Crowd Control	Minimal (1)

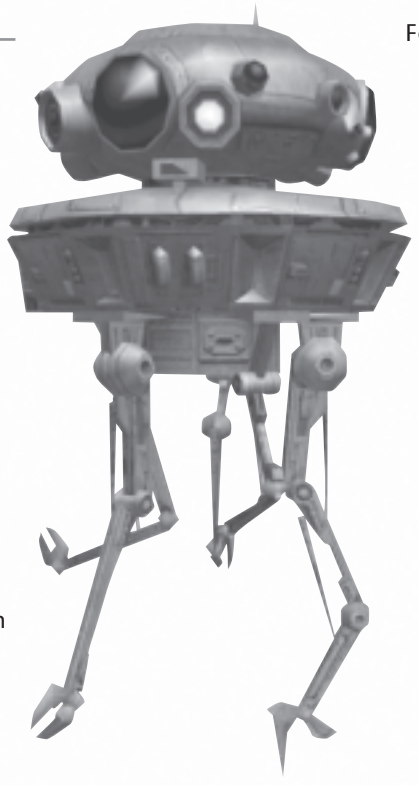
The Swordsman is the heavy-hitting melee damage dealer. Up close there is no one that can dish it out like a Swordsman. The Swordsman has decent defensive abilities, but is unable to hold out for the long haul.

The Swordsman is the close combat equivalent of the Rifleman. They are much less about stealth and tactics and more about raw brute force. Swordsman abilities are all about increasing damage output and delivering powerful crippling strikes.

Teräs Käsi Artist

Primary Role	Melee Tanking Specialist (Avoidance)
Secondary Role	Close-Range Damage Dealer
Offense	Moderate (3)
Defense	Very Strong (5)
Crowd Control	Minimal (1)

Teräs Käsi Artists are experts at avoiding damage. TKAs have several utility abilities to further help them survive standing toe to toe with the most powerful opponents in the galaxy. Their damage output is only moderate, however, making them less than ideal for taking opponents on their own.



PROFESSIONS AND VARIETY

These changes to the combat professions provide a much better role definition for each. Group and solo play are both enhanced by enriching the professions with these new ability assignments and, most importantly, these changes make "profession stacking" a strong game challenge. Profession mixing is an exciting choice that players can use to personalize their characters and make them more unique and effective in combat.

ATTACK PORTABILITY

One important change with the Episode 3 Combat Update is that now when you gain a special attack, you can use that attack with all weapons with which you are certified, even those that lie outside the profession you gained the attack from.

For example, if you learn the Pistoleer's signature ability, Stopping Shot, you can then use a Stopping Shot with a Rifle or Carbine (if you are certified with weapons of that sort), not just with Pistols.

Of course, out of logical necessity, ranged attacks can only be used with ranged weapons, and melee attacks only with melee weapons.

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ECONOMY

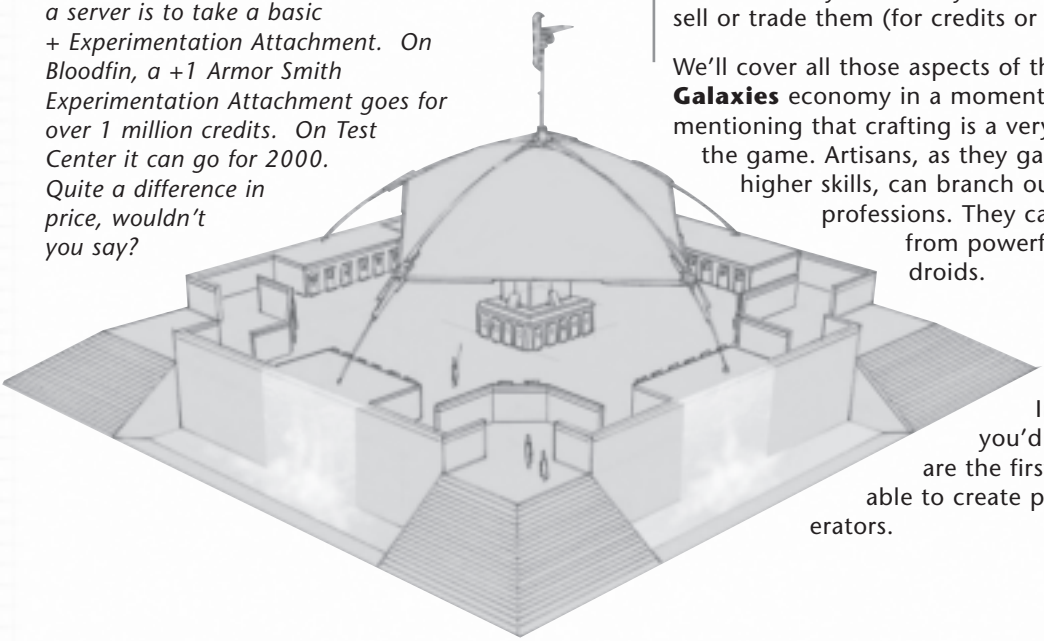
*One of the unique things about **Star Wars** Galaxies is a player-driven economy — and we mean driven. Players can own shops to sell their crafts. In addition, you can have factories that mass produce items for sale to other players.*

The lonely crafter, squatting in a corner and simply churning out goods, has been upgraded into a store owner, complete with a staff of workers.

A great many items are available only through the efforts of Artisans. The best armor and weapons, for example, are going to come about through highly skilled player characters.

*Anything and everything is for sale these days. However, each server in **Star Wars** Galaxies has its own independent economy. Browsing the trade boards available at http://starwarsgalaxies.station.sony.com/ (Under the trade Heading) should give you an idea what is selling for what price. Test Center has the absolute lowest prices, with Bloodfin usually sporting the most expensive prices.*

A good way to gauge the inflation level of a server is to take a basic + Experimentation Attachment. On Bloodfin, a +1 Armor Smith Experimentation Attachment goes for over 1 million credits. On Test Center it can go for 2000. Quite a difference in price, wouldn't you say?



CREDITS

Credits are the units of currency in ***Star Wars* Galaxies**. It is the basis for most transactions and rewards. As the saying goes, credits make the galaxy slowly decay into dissolution through entropy…or go 'round.

You never see a physical representation of credits. They move about as numbers on your Inventory screen. However, as with all money, it's better to have more than less. Even though you don't see them, you can carry around credits on your character as cash. Cash is useful for tipping and trading, but don't keep too much on hand.It's often easy to hit one too many zeroes and tip some poor guy one million instead of one hundred thousand. It's best to keep most of your currency in a bank. For more information on how banks work, see **City Life**, p. 115.

Now that you have a grasp of the monetary system, it's time to talk about stuff. You can acquire items and equipment in a variety of ways. You can find it, make it or buy it. And if you make things, you can sell or trade them (for credits or other items).

We'll cover all those aspects of the ***Star Wars* Galaxies** economy in a moment, but it's worth mentioning that crafting is a very important part of the game. Artisans, as they gain experience and higher skills, can branch out into several Elite professions. They can build everything from powerful weapons to droids.

Don't dismiss the Artisan career path. Imagine the wealth you'd accumulate if you are the first one on the planet able to create personal shield generators.

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FINDING STUFF

Some items you simply find on NPCs you defeat in battle. Looting a corpse can yield credits, clothing, weapons, food, and myriad other items of interest and value.

The only hitch is that you have to defeat them first. There's no guarantee that they'll have anything on them. Still, hunting NPCs in the wilderness is a good way to build up your inventory. You probably won't find the very best equipment, but you will get it for free. And because items can be sold in the bazaar, you can always turn loot into cash.



A lifeless NPC can yield a bounty in credits and items.

A second way to obtain things in ***Star Wars* Galaxies** is through theme parks. When you complete missions for the characters in a theme park, you get rewarded. Mostly the reward consists of credits, but when you get to the higher levels, you may get a special item, unavailable (or at least very difficult to obtain) through other means.



Jabba will show his appreciation for services rendered.

MAKING STUFF

***Star Wars* Galaxies** relies on the player characters for most of its items. The Artisans and their Elite professions are the ones who crank out the most powerful and potent objects. If it weren't for them, we'd all be stuck with CDEF pistols and casual pants.

Many professions have limited crafting abilities — Medics can make medicine, Scouts can make camp kits—but the Artisan path is the one that leads to the most complex items. When they reach higher levels, Artisans can specialize in specific types of crafting, weapons, armor, houses, etc.



The crafting tool is the first step in making items.

This system also allows you to customize items you create. You can give pieces that personal touch so when people are shooting giant worrts they'll know they're doing it with an original brand. Additionally, your level of success in crafting an item directly affects its quality. For you aspiring Artisans, check out the "Crafting" section for details on how to start creating your own merchandise.



Crafting stations in towns and cities allow you to make the more difficult items, but they're for advanced users only.

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SELLING & BUYING STUFF

For an economy to work, there must be trade. Goods for services, goods for goods, goods for credits, and so on. ***Star Wars* Galaxies** allows for all sorts of selling, bartering, and trading. All it takes is two amenable player characters and the will to get something for something.

SECURE TRADES

The most frequently used way to shift goods around from player to player is the secure trade. Using the radial menu, target another player and ask him or her to trade with you. When he or she accepts, a window pops up.



The Secure Trade window.

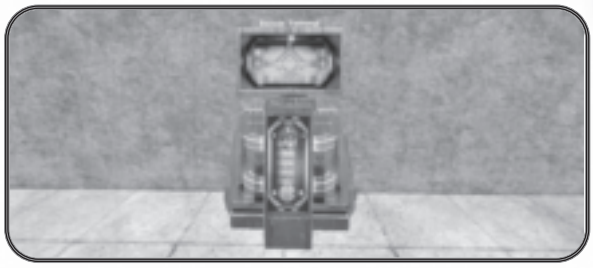
Fill it up with the items you wish to trade and/or type in the amount of credits you're willing to pay. Your partner does the same.

A step-by-step sample of secure trading can be found in **Interaction**, p. 105.

Trading is not necessary for paying a player for a service. If a Medic patches you up, it's easier to simply use the **/tip** command to slip her some credits. The trading window is useful for an exchange of goods or goods for credits. When you're paying for an actual item (rather than a service) use the secure trade system. By using the window, you can ensure that you're getting what you pay for, or that you're getting the credits you deserve.

The trade has to be approved by both parties before it's completed, which protects you from getting ripped off.

THE BAZAAR



The bazaar terminals all look alike.

Most of you are already familiar with the system employed by the Galactic bazaar terminals. In the real world, there are several on-line auction sites for buying myriad items at set prices or by bidding. The bazaar in ***Star Wars* Galaxies** runs along the same lines. Any player can access and use the bazaar. Simply walk up and use the radial menu. Here, we'll take you on a step-by-step tour of putting up an item for sale.

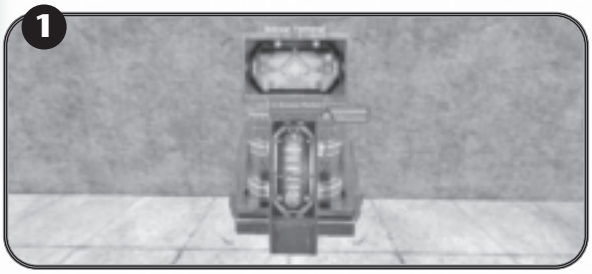
A couple of neat features are available in the bazaar. Using the Enhanced auction ability granted by the business path in Artisan, you can actually highlight your auctions. Note that there is a max price that can be charged for bazaar sales. (This price changes as the game economy fluctuates.)

TIP

Most purchased items from anywhere are now placed directly in your inventory, saving you the hassle of having to wait on the bazaar to give you items. Note that this only occurs if the items are in your physical location. If you're on Tatooine and buying wood on Yavin, you'll have to go there yourself to get it.

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Sample Bazaar Posting



Use the radial menu and choose the "Browse Market" tab.



Let the data pop up and then check the tabs up at the top of the Auction List window. Click on "My Sales."



It shifts to a new window. Find the "Sell An Item" button in the center near the bottom and click on it. Another window pops up with your inventory in one frame.



Click on the item in your inventory that you want to put up for sale. Then, in the upper right corner, decide whether you want to put it up for "Instant Sale" or "Auction."



If it's an instant sale, you set the price. If it's an auction, you set the time limit and the minimum bid. Then you can type in a description of the item. This is most useful when it's an item you've crafted and made modifications to. List the item's good points and anything that's unique about it.



Click the "Sell Item" button and it loads the auction onto the bazaar system. Repeat the process for other items or exit the bazaar.

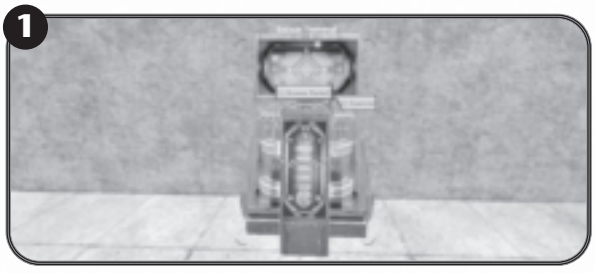
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NOTE

Instant sale means that you set a fixed price (say 100 credits) and whoever first agrees to pay that price gets the item. Auction is a bidding system. You set a time limit for the auction and people bid on the item. At the end of the time limit whoever has the highest bid wins the auction.

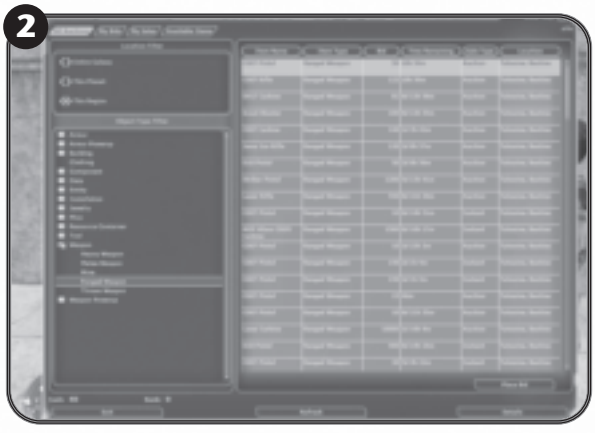
Sample Bazaar Purchase

1



As with the other sample, begin by using the radial menu and choosing "Browse Market."

2



You're taken immediately to the "All Auctions" screen. Check the location filter to choose what listings you want to see: "Entire Galaxy," "This Planet," or "This Region." Then pick out what type of objects you want to browse from the folder under the location filter. Here we've chosen "Weapons"—a popular choice.

3



Click on an entry and you get this new window. It shows you the price (or current bid), an image, and scads of information about the item and its attributes.

TIP

One thing to keep in mind when using the location filter is that you have to go get items you buy from the bazaar terminal where the auction was placed. So if you're on Tatooine and you buy something that was put up for auction on Naboo, you have to buy a ticket to Naboo to go pick it up. Figure travel expenses into the cost. There's no shipping.

4



Press the "Place Bid" button and you get a new screen where you can put in your bid for the object. Type it in, click "Bid," and you're set. When the auction ends you're notified if you won. Then it's up to you to pick up the item.

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STORE



Set your stakes and lay claim to a plot of land to build on.

A masterful crafter can produce a lot of wares. How to sell them to the public? There's the bazaar, of course, but a more personal way of selling is to set up shop. Imagine having a store of your own, filled with merchandise of your own design, and patronized by other player characters.

TIPS

- *Is someone stinking up the place? Or do you just not like a certain player? You can set your entry list to ban specific players from your store.*
- *If you play a Merchant, you can hire different species to work for you, Have them bark out an advertising campaign, or wear what you've made.*
- *It's possible to sell Travel bags with multiple items in them.*

First, you'll need a building. Find a friendly Architect to get a deed for a house and set it up in an appropriate area. Once it's up, you can begin your customization.

Don't worry; you don't have to man the shop at all times. With management and hiring skills, you can get NPCs to do the day-to-day work. You do need product however, so keep producing items to feed into the economy.

Having a store gives you an advantage over the bazaar because only your product is displayed. However, the range is much more limited. Players have to physically get to your shop to buy merchandise. Good old word of mouth can help build up a clientele, so get out there and spread the word.

TIPPING

It takes up a lot of time for an Entertainer or Medic to gain enough experience to get higher skills. That time is spent in cantinas and hospitals. And you may notice that credits don't just fall in your lap from sitting in a cantina. So, the healers don't have a lot of time to spend running around doing destroy missions for pay. They do, however, provide a seriously vital service for all you player characters who are running around getting gnawed on by beasties.

If the Entertainers and Medics were to quit, you'd be up the creek. So keep 'em happy. It doesn't have to be much, it doesn't have to be every time, but using the **/tip** command will be greatly appreciated.

Plus, the more generous you are, the more willing Medics will be to heal you. And believe us, the hospitals can get crowded.



A crowded hospital can slow down the healing process. Credits help grease the thrusters, if you take our meaning.

Keep some cash in your character's inventory when you go to visit the healers. To tip someone, target them and type **/tip [amount]** in the chat window. You can also tip with money from your bank using the /tip bank command, but that will net you a hefty 5% service fee each time you do so.

You can also type in **/tip [character's name] [amount]** instead of targeting the character.

And for all you receivers of tips, show your gratitude. A surly dancer is much less likely to get compensated than a cheerful one. Say thank you.

Play nice.

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CRAFTING

*Crafting in **Star Wars** Galaxies is as much of the game as combat is. The economy is largely player-driven, and the majority of player items are crafted. As a result, there are many items a player can learn to craft, and in time sell. Tough armor, excellent weaponry, and stylish clothing are created by player character Artisans. Even large-scale projects, such as buildings and turrets, can be undertaken by the advanced crafters in your galaxy.*

*In fact, almost every item in **Star Wars** Galaxies is craftable in some way, whether it's a simple chance cube that can be used to gamble a starship away or a complex land speeders used by certain famous locals of Tatooine. One thing is for certain – crafted items are in high demand no matter where you go.*

TYPES OF CRAFTING

***Star Wars* Galaxies** supports many different types of crafting that you can experiment with over time, ranging from simple artisan crafting to complex advanced crafting of the Armor Smith or Droid Engineer. While the crafting functions are very similar for all crafting types, each has different categories of crafting for players. A brief list of these categories and a few popular items within that craft profession are listed below.

Artisan: Makes a wide variety of craftable items. The Master Artisan is also capable of making vehicles and a lot of the components necessary for advanced crafters. Some example items of an Artisan are vehicles, droid batteries and bone armor.

Armor Smith: Makes armor and shield generators.

Weapon Smith: Makes all types of weapons, ranging from melee to heavy-duty weapons for Commandos. (Note: Light sabers are only craftable by Jedi.)

Droid Engineer: Makes droids.

Chef: Makes stat-enhancing foods (buffs).

Architect: Builds houses, harvesters and furniture.

Medical Crafting: Makes stat-boosting items.

Scout Crafting: Makes traps and camps.

Musician: Makes instruments. (Note: Only Musicians and Master Musicians can make instruments.)

Tailor: Makes stylish clothing items.

Bio Engineer: Makes special layers that can be added to certain crafting processes. Makes healing items. Bio Engineers can also hand-craft "pets" for Creature Handlers.

It's important to note that almost every crafting class in ***Star Wars* Galaxies** depends on another crafting class for some key items. For example, the Armor Smith depends on the Artisan for shield components, and the Chef relies on the Bio Engineer for organic additives for his or her food items.

To make anything in the game, you need a few basic items:

- A schematic (blueprint)
- Appropriate resources for the schematic
- Appropriate surveying tool (if you gather your own resources)
- Appropriate crafting tool (general or specialty)

TIP

Schematics represent "blueprints" for items your character can currently make. As you advance, you gain access to specialty schematics. Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craftable items.

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CRAFTING EXPERIENCE

***Star Wars* Galaxies** awards experience to crafters in two different ways. First, for each item crafted, the maker receives experience. This is known as CXP, or crafting experience. Second, when the item is used, the crafter receives more experience. This type of experience is often referred to as UXP or user experience, and although negligible in the long run, still present.

The amount of UXP you can earn is different for different types of items; however, one thing remains constant. You continue to gain UXP up to whatever experience you got for originally crafting the item. For instance, if you received 150 General Crafting XP, you can get up to 150 UXP as well.

Most players don't worry too much about UXP. It's nice, but sporadic. For instance, factory-crafted items may not yield objects that award UXP, but hand-crafted ones may.

It is wise to replace most or all of your own gear. And while you can make chance cubes and roll them a couple of dozen times for small amounts of UXP, the reward is small. Being a good crafter means more then endless hours of hunting down resources and crafting innumerable basic items; you must be an astute observer of the economy and trends in demand.

RESOURCES 101

Unfortunately, knowing how to make something doesn't mean you can make it — you still need to obtain the resources you'll need to craft that item. There are a couple of ways you can go about gathering what you need. You could buy the necessary resources from the bazaar or directly from other player vendors. Or, you can harvest the minerals yourself.

So long as he or she has looting rights, any character may extract organic resources from creatures. However, for organic resources such as bone, hide and meat, you'll need **Scout training** in order to harvest the creature. For most other resources (including organics such as water, fungus and inorganics such as copper and petrol-chemicals), you'll need **Artisan training** to actually survey.

Artisan Extraction

Artisans can extract five key resources — mineral, chemical, gas, water and flora. (Side note: There are consequences for the pillaging of a planet. Planets have limited amounts of each resource, and once depleted, the resource does not return.)

Organic. To extract organic resources from a non-humanoid corpse, click-and-hold on top of the corpse and select the type of resource you want to remove from the corpse. Scout harvesting is limited to bone, skin and meat, and varies by what exactly can be harvested from each critter.

Mineral. To extract mineral resources, you'll need to conduct a survey for them. Surveying is the first step in the process of acquiring resources — much like a scavenger hunt. Call up your inventory and hold the left mouse button over one of your surveying devices until the "Tool Options" box appears. Here, you can define the size of the area you wish to scan. As a beginner, you have only one option. As you advance, you can scan larger and larger areas with more precision.

TIP

You need to set the area only once, the first time you use the survey tool. When you gain skills within the Artisan profession and get a better range, you can reset the area in "Tool Options."

After defining your area, select **Use** from the radial menu on the device to display the Survey/Sample screen. To the right above the survey button, you'll see a list of the possible resources you can search for on your current planet. This list is specific to the survey device you're using; for instance, you won't see water as a resource when you're using the mineral survey device. Select the resource you want and select **Survey**.

Finally, it's possible to survey other planets with certain types of droids.

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Survey/Sample screen

A colored, visual pulse radiates from your character as you survey. If any resources of your selected type exist nearby, the left window fills with information. The percentages on the screen represent the presence of that specific resource in that area.

Blue percentages indicate that those resources are diminishing.

Gray percentages indicate a static level of resources.

Red percentages indicate an increase in resources in that direction.



The survey is finished, and information fills your screen.

***Star Wars* Galaxies** creates a waypoint inside your scanning area over the highest increasing percentage of resources (the highest red percentage number). Head for the waypoint, stopping in the blue shaft of light.

Once you discover a high concentration of resources, stand still and click Sample. Your character kneels and extracts resources. If the percentage is too low, you get a message saying you were unable to extract any samples. Stand up and survey again. This part is like scavenger hunting—you move from one area to the next until you find a high enough concentration to extract resources.

When you do find a high concentration, your character can extract resources. Actually collecting the minerals, gases, or liquids you're looking for requires Action and Mind points. The extraction process, however, is automatic. With each successful extraction you gain experience, and a small amount of the resource is placed in your inventory.

Leave your character at the sweet spot for several minutes. He or she keeps extracting until a) a message appears that says you can no longer find resources in your location, or b) your HAM bars get too low and you have to rest.

TIP

Make sure no hostile mobs are near by when you are sampling. You cannot fight while sampling, and kneeling makes you an easy target.

TIP

Occasionally you'll get a chance at an increased amount of resources for a little higher survey cost. It's kind of a bonus for surveyors. A window will pop up and it will ask you if you'd like to survey the enhanced area. If you have enough HAM available for the event, you'll get either a waypoint to the increased concentration of minerals or a higher-than-normal sample amount.

There are ways to use this encounter to your benefit. You may want to ignore the event if you're trying to track down a high concentration point and plan on moving along right after the survey is done. But, if you've found your highest percentage for the mineral you are searching for, by all means go ahead and continue surveying and harvesting in a particularly rich spot. You can continue to sample individual samples at about a rate of one sample every 60 seconds or so, or you can drop a harvester on the location. (But with harvesters, you must remember to pay maintenance and power costs!)

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RESOURCES 201

It's important to know what you're looking for. Blindly harvesting anything that spawns will usually lead to more frustration for you as you winnow through your stocked metals looking for the "good" ones. While dumping a ton of garbage quality resources on the market will produce buyers, finding better minerals of the same type will produce more *quality* buyers (who will often buy all the resources of one type instead of 5,000 units here and 2,000 units there).

Resources tend to list all kinds of statistics – meats have 4, minerals have 7, chemicals have 2 to 4, power has 3..... so it can get confusing. The primary thing to keep in mind is that every crafting class usually needs three key statistics from minerals and other things in order to craft. For example, Armor smiths require Overall Quality (OQ) and Shock Resistance when selecting general minerals for their crafting while weapon smiths need Overall Quality and Conductivity. Generally, it's a good idea to try and get the highest OQ value of a resource that you can and then check the secondary statistics.

If worse comes to worst – ask! Most crafters will gladly tell you what they need and what is important to them for any given mineral type – this is also a good way to attract future customers for your resources.

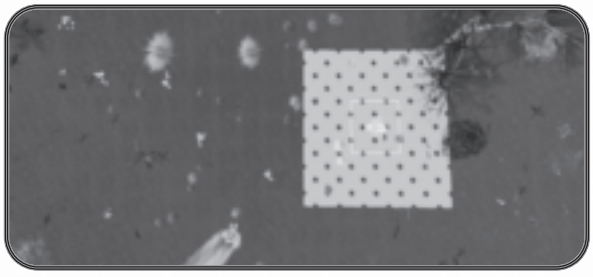
RESOURCES 301: HARVESTERS

Tired of endlessly seeking out resources just for small amounts of material? Resource harvesters are the key to mass production; they gather resources while you are offline and do so with more efficiency then any player. Unfortunately for beginners, you must have a well-trained Artisan who can survey and place harvesters.

TIP

Harvester deeds can also be purchased from other players at the bazaar terminals.

When you have a harvester deed, find a spot that is rich in several types of resources. Make sure you are well away from any city, and that you will be safe from attack for the next few minutes. Select **Use** from the radial menu. The Structural Placement window appears, allowing you to choose the location of your harvester. Try to place your harvester in an area with the highest density of resources.

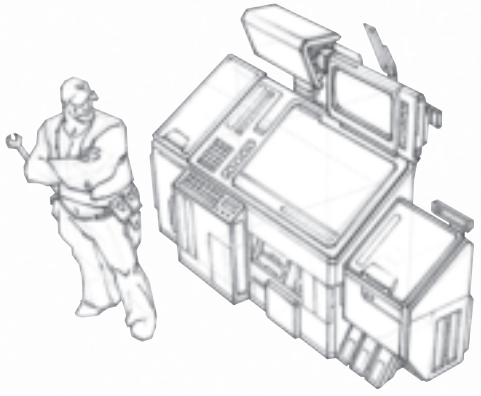


Harvester Placement

In the Structural Placement window, you can scan your surroundings using the arrow keys. An outline of your harvester appears around your mouse cursor. If the entire outline glows green, then you may place the harvester, but if any part glows red, you must find a different location. A single right click rotates your harvester by 90 degrees. Single-click the left mouse button to place your harvester.

TIP

Star Wars *Galaxies* *informs you when construction is complete, or you may select "Status" from your harvester's radial menu.*



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When your harvester is completely built, select **Structure Management** from the harvester's radial menu. To set which resource you would like to extract, select **Change Resource** on the **Machinery Control** screen. Then, select your resource from the menu to display the concentration percentages. Click **OK**. In the submenu options, **Operate Machinery** takes you to the harvester window.



Harvester window

TIP

You can name your harvester anything you'd like, such as "Vampire of Tatooine."

Select **Turn Harvester On** to begin harvesting. Notice that selecting **Harvester Progress** gives a real-time update of units harvested, while **Efficiency** represents the prevalence of resources at the harvester site. To claim your well-earned resources, choose **Hopper** from the **Machinery Control** screen, followed by **Retrieve**, to empty your hopper onto the ground, select **Dump Hopper**.

Like all items in ***Star Wars* Galaxies**, harvesters degrade. You must pay maintenance fees to keep your hopper running smoothly. If you fail to pay, your harvester stops working and can be destroyed if not maintained. If you wish to move your hopper to a better location, you must have at least 2500 in the maintenance pool, or you will be unable to move your harvester.

Just like homes, harvesters have a permission manager. The harvester's owner can set who may use the harvester. To give permission to a character, type the following command into the chat window (without the brackets). To remove a person from the list, repeat the process.

/setpermission hopper <player's name>



Permission manager

The harvester's owner can also select administrators who have the same rights as the owner, except that administrators cannot remove the actual owner. To set an administrator, type the following command. To remove an administrator repeat the process.

/setpermission admin <player's name>

TIP

Currently it's only possible to destroy a harvester in place by letting it degrade. If you wish to pick it up and destroy it from your inventory, you must have at least 2500 credits in the pool and type in a code that will pop up after you have stated your intentions.



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CRAFTING 101: YOUR FIRST ITEM

Crafting your first item takes a bit of work. Since most Artisans don't start with a crafting kit, you'll most likely have to buy or beg for one. Once you do have a crafting kit, however, it's fairly easy to use. You can drag the crafting kit up to your hot bar and just hot key it, or leave it in your inventory and use the radial dial to open the crafting menu. If you plan to craft full time, you'll probably want to add the crafting kit as a hot key.

The first thing to do when crafting is to activate your crafting kit via the radial menu. Then, select a schematic that you'd like to use as a blueprint. Early on, stick with something fairly easy and simple, like an early stage weapon that requires only a few minerals and some chemicals. Make sure you have the required ingredients in your inventory and double-click on them in the craft schematic. Then, choose **Create Prototype**.

TIP

- *You can choose to practice on the item for a 5% bonus to earned experience – however, you won't get the item since it's destroyed.But, remember to turn off practice mode before making something you want to keep!*
- *You can double click on items in the crafting window to open that crafting schematic. This should save you a bit of time. You can even double-click on crates to automatically insert their contents into the schematic.*

If you've placed your crafting kit on a hot bar, a timer appears on the crafting kit. Wait until the timer counts down; at that point, your item should pop out. You have to have enough inventory space for the item. But, don't despair if your inventory is full — each crafting kit has a hopper that can hold a single item. To empty a hopper and use it for an item, pull up the radial dial menu and hold the cursor steady over **Open Hopper**. After a second, a subcommand called **Empty Hopper** should appear over the button.

As soon as you finish your attempt, you will receive a success or failure message that conveys your level of success. An amazingly successful attempt will yield a high-quality item, while an item that is marginally successful won't quite measure up in terms of quality.

TIP

All crafted items have a unique serial number and the creator's name imprinted on them.

Congratulations! You've just made your first item and are on your way to becoming a crafting professional in ***Star Wars* Galaxies**.

CRAFTING 201: SCHEMATICS AND DIFFICULTY LEVELS

Many schematics are available only to specialty professions. Each schematic has a complexity score that determines the crafting process difficulty, quality of the item to be made, and tools needed to build it. Schematics with a complexity rating of 1–15 can be completed with a general crafting tool.

Complexity ratings of 16–20 require the crafter to use a specialty crafting tool. The most complex schematics, with ratings between 21–25, require that the crafter use a specialty crafting tool *and* be within close proximity to a public crafting station. Finally, anything over difficulty 25 requires a personal crafting station in a house or a PA hall. More advanced crafters can make multi-use schematics that are used in factories to make items in bulk. A public crafting station is needed to make a schematic.

TIP

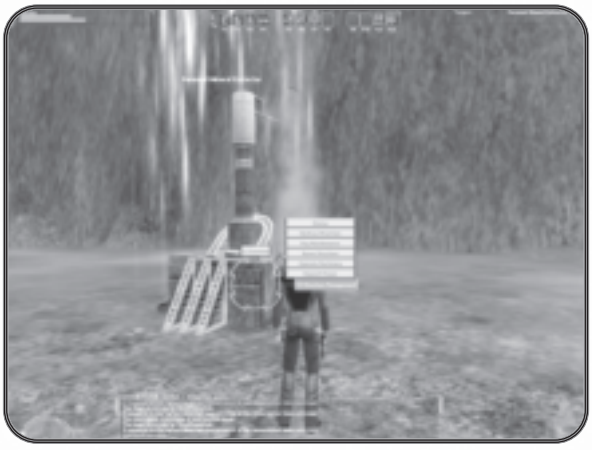
Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craft able items.

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CRAFTING 301: CUSTOMIZING YOUR ITEM

With experience comes skill and the ability to tinker with the basics of items. Experimentation allows crafters to change things like the maximum damage output of a rifle or the durability of a piece of armor. To experiment on an item, you must be targeting a public crafting station specific to the type of item you are creating.

Begin by crafting the item on which you wish to experiment. If you have the requisite skills, you're prompted with a screen before the item is finalized, allowing you to make minor adjustments in the item's statistics. However, every change you make to the item affects the item's overall complexity, and thus increases your chance of a critical failure.



Experimentation crafting screen

CRAFTING 401: FACTORIES

Mastering large schematics for use in factories is perhaps the most difficult and frustrating experience in ***Star Wars* Galaxies**. While anyone with some crafting skills can make and use a schematic in a factory, true mastery comes when you can put a multi-component piece together and come out with a finished item. A very good example of this is a Physical Shield generator. Each shield requires seven different factory-created components used in the factory to create the shields. A full factory run can have around 75 crates of ingredients and the mineral resources necessary to create the shield. The sheer number of ingredients to manage can be daunting to anyone unfamiliar with factories.

One important note about factories is that they create large amounts of the same item — all with the same serial identification code. These items are often referred to as crates and can hold anywhere from 5 to 100 instances of an item. For example, Armor Smiths require identical plates to make composite armor. So, they would make a manufacturing schematic for this, use the factory, and come out with crates of composite plates.

To make a factory schematic, just create an item normally. But, when you must choose to make a prototype or schematic, choose a schematic. Then, choose the number of items you would like to make.

Using the factory

Using the radial menu dial, insert your schematic into the factory. Wait a few seconds, and you should be able to pull up an ingredient list. Just add the same ingredients that are listed, multiplied by the number of items you are planning on producing. For advanced schematics, such as those using crated materials or other ingredients like reinforced panels, remember that ***each item must be exactly identical to what is listed in the ingredient listing***. This means that if the factory requires 7 units of a specific type of iron ore, you must place that exact type of iron ore within it. Also note that crates of items that are created in another factory have their own serial number. If you use a crated item from another run, you have to use a crate with the same serial number as called for in the recipe. If you forget the serial number of the object, fear not — it's in the ingredient listing.

TIP

When your factory runs out of a product or finishes its run of objects, an e-mail will be sent to inform you.

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Once again, as with all placed items, make sure your factory has enough power and maintenance pool available to finish the job. If it degrades in the middle of a factory run, you'll lose your items. Factories also use up one of your lots, so you might have to juggle a bit if you're playing with multiple buildings.

CRAFTING 501: ARCHITECTURE & DEEDS

Sometimes it's not enough to wander from one cantina to the next. Having no fixed address, no place to put your trophies and spoils from all your adventures can wear a player out. And if you want to move into the big time as a crafter, you need a place to peddle your wares. This is where architecture comes into play.

Deeds

Deeds represent both the schematics for the building, as well as the necessary materials. Artisans can craft a wide range of deeds, everything from player homes to factories. Because the deed represents all needed materials, these deeds may be sold to other players and used without any skill in crafting or architecture.

Building a House or Shop

To build a house, you must first procure a deed. House deeds are produced by Architects and can be bought and sold over the bazaar. Placing a house is identical to placing a harvester. First you must be a good distance from any city. Choose **Use** from the radial menu of your deed. A topographic view of your area is created. Move about the area with the arrow buttons. The entire house must glow green for you to place it at a location. Right-click to rotate the house 90 degrees, left click to place the house, and press Esc to quit.

Once your marker is placed. you have to wait for the structure to be built. ***Star Wars* Galaxies** informs you when your house is complete. As with harvesters, you need to pay a maintenance fee for house upkeep.

When your home is built, you need to make several decisions. Bring up your home's radial menu. The **Privacy** option allows you to choose a private or public home. To allow a player into your private house, type the following command. (Repeat to remove the permission.)

/setpermission entry <player's name>

To set an administrator, type the following command. Repeat to toggle the person off any list.

/setpermission admin <player's name>

If you wish to set up a shop, you must make your house public. Public buildings have a unique feature: ban. You may ban a person by typing:

/setpermission ban <player's name>

Second, if you do not already have a residence, you may declare this structure your home. You may have only one residence at any give time. As with all structures, you must have all maintenance fees paid to remove your house without losing your deed.

Shop Management

After an Artisan has reached the Business III skill, he or she can place a vendor. To do so, the Artisan must have administrative rights to the house, and the house must be public. To access the list of vendors you have placed, select **Vendor List** from the building's radial menu.

The vendor is an NPC that you control. You don't have to be there for every interaction — you set them up to respond to player characters and take care of the business of the shop (selling).

At first, your vendors are limited and have little personality. If you decide to specialize in the Merchant profession, you gain skills to customize your vendors and better reflect your selling style.

Vendors take care of the shop by being there for players to interact with and buy products from. They cannot restock. You have to make arrangements for that (see **Factories**, p. 161).

Leaving your store in the care of a vendor allows you the time to enjoy life in the galaxy, searching for more raw material, creating new schematics, and hanging out in cantinas.

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PLAYER vs. PLAYER (PvP)

So, you have a few professions under your belt and killing little critters just doesn't cut it any more? Well, ***Star Wars*** **Galaxies** *has just the thing for you, a fully robust Player vs. Player system (PvP for short) that lets players battle with and against one another in the Galactic Civil War (GCW). While the particulars of the system can become complex, and the interactions of individual professions with each other are countless, the basics of the system are easy to grasp.*

There are two main ***Star Wars*** **Galaxies** *universe "factions" at battle with each other over the fate of the galaxy: the Galactic Empire and the Rebel Alliance. A player can join either of these factions in a number of ways. And casting your lot with one side or the other can result in both consequences and perks.*

There are other factions in the game, such as the Hutt Crime Syndicate. In the future, you will be able to align yourself with one of them, as you can with the Empire or Rebel Alliance now.

Smaller forms of PvP (aside from the grand scale GCW) are Player Association (PA) wars. This system allows PAs (groups of players banded together under one name) that are mutually opposed to each other to be at war (with mutual consent).

If your Player Association (PA) is at war with another PA, it will be as aggressive toward you as Imperials against a Rebel in their base. Think of a fight between two Player Associations as a grudge war. If a character is red on radar, attack and ask questions later!

FACTIONS

The foremost decision when choosing a faction is not which side you want to join, but how active you would like to be in the Galactic Civil War. Gauge how rewarding it would be for you to blast Rebel scum at random and how frustrated you might get as a target for terrorist activity at every turn. Or, alternatively, would you fight tirelessly against the Imperial strong arm, no matter where or when, making you a wanted criminal in the eyes of the authorities who hunt you? So when you decide which faction to support, you must also decide whether to serve as part of the **Special Forces** or just as a **Combatant**.

Special Forces operatives of either faction have more bonuses and perks, and they're more likely to be run by "hardcore" PvP player. Their drawback is that Special Forces operatives are fair game (and prime targets) for the opposition wherever they go, regardless of the situation.

Do you like to explore the galaxies on your own a lot? Then, becoming a Special Forces operative probably isn't for you. You will have nobody watching your back in case of an ambush. The perils of being a Special Forces solo operative are many — a skilled Rifleman taking shots at you from the edge of your radar range, a Brawler crew assaulting you as you enjoy your favorite Entertainer at the cantina … you get the idea. But there are perks for being Special Forces, including the ability to call upon your "Hired Soldiers" (factional pets) and enlist help from other Special Forces characters in time of need or ambush.

The flip side is the Combatant, who appears neutral to the opposing faction. However, choosing to be a Combatant for the Empire or Rebel Alliance in no way makes anyone any less of a member; your membership just isn't advertised with a neon sign over your head.

Combatants receive different missions and perks for being a member. A Special Forces Rebel might blow up an Imperial military installation with his buddies, then laugh about it at the cantina afterward. A Combatant member might deliver a letter or secret piece of information to an Special Forces operative with details on how to blow up that Imperial installation. In the end, the Combatant member helped the Rebel Alliance, but in a manner that didn't flag him or her as a target.

As a quick rule of thumb, figure that Special Forces are playing PvP, while Combatants play PvE.

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FACTION POINTS

After graduation from the tutorial, you want to find the nearest recruiter and sign on the dotted line, right?

Not so fast. You have to build up your faction points in order to join. Press C to bring up your character sheet so you can track the number of faction points your character has. You must collect 200 faction points to join a side, and you must maintain at least 200 faction points to remain a member.

You gain faction points by going on missions from the faction-specific mission terminal. Where normal mission terminals give odd jobs to earn credits, faction mission terminals give credits and faction points you can save to join the Empire or Rebellion and purchase perks.

Factional Mission Terminals can almost always be found near Factional Bases, Recruiters and in most Faction-controlled Cities or Player Cities.

IMPERIALS

Want to bring Order to the Galaxy, and back that up with the power and threat of horrific retaliation to anyone that opposes you? If so, then the Imperial Army and Navy wants you to help put those rabble-rousing Rebels in their place and stop them from causing trouble in the Empire.

NOTE

Medics and Doctors of one faction cannot heal members of the opposing faction.

Note that the Empire is somewhat biased and imposes a faction point earning penalty to species other then Human and Zabrak. If you know you want to earn faction and be political early, choose one of those two species. To build faction fast, keep requesting missions until you find a military destruction type that is nearby. Low travel and high reward missions allow you to build faction. The less time you have to spend running to and from a mission, the more time you have to build your faction standing. Your best bet is to take two (2) missions roughly the same direction and distance.

Being an Imperial means you spread control and order to the sector you occupy, and if that means violence, then so be it. The Empire is not a warm and fuzzy association, and frowns upon its players who exhibit those tendencies.

NOTE

Many cities lean toward one faction or another. A city could be a safe haven for Rebels, perhaps, or an Imperial stronghold. Even on the same planet, you can find both sides. On Tatooine, for example, there's Bestine (an Imperial town) and Anchorhead (where Rebels can walk unharmed). Make sure you know the political climate of a city if you're a highly placed faction member. Shuttling into the wrong town can get you into trouble.

REBELS

Want to Restore the Republic, the last hope for freedom and peace in the galaxy? Then, this may be the path you choose. But be forewarned – the Empire also vigorously hunts and oppresses them.

Most of a Rebel's life is spent planning and executing tactical confrontations. Rebels don't have the brute force the Empire can bring to the battlefield, but they are in no way at a disadvantage. Rebels accept all species equally into their ranks, so long as they are willing to promote freedom and harmony.

One can join the Rebels in a similar manner as the Imperials (by taking missions from a Rebel mission terminal). Because the Rebel Alliance is an underground operation, these terminals are in secret, out-of-the-way locations, and not marked on any map (except the ones in this guide). However, there are as many Rebel terminals as Imperial ones. It just may take investigation or traveling to find one.

It is the Rebellion's duty to spread peace and order by freeing the galactic inhabitants from the yoke of Imperial oppression. Therefore, Rebels shouldn't start fights in areas of meditation and entertainment. It is the Rebel's honor code to respect the privacy and peace of others …but if a fight is brought to you, it doesn't mean you lie down and take it!

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OTHERS

There are myriad other factions within ***Star Wars* Galaxies**, mostly planet-specific (such as the CorSec on Corellia, the Night Sisters on Dathomir or the Trade Federation). You can check your faction point totals for factions other than Imperial and Rebel by pressing C and selecting the Factions Tab. These factions work similarly to the Rebel vs. Imperial conflict and add greater dimension to the game as it is expanded and patches are added. Bounty Hunter mission terminals provide missions of either faction and are a good source of income to a neutral player or mercenary attempting to work for the highest bidder.

FACTION WARS

Also known as casual PvP or "ganking" (depending if you're on the giving or receiving end of the exchange), faction wars in the city streets occur when Player Associations with a faction allegiance meet up and pick a random city to storm. They rage through and kill all opposing faction members. If you're not with a suitable friendly group that can counter this type of tactic, your best option is to burst run and find a good hiding spot. Most likely, the group will give up and search for easier prey if you are clever and fast enough. Make it a habit to hang out with a buddy to prevent random encounters from turning sour on you.

Players are not your only concern if you are an Special Forces member of a faction. Depending on the town, Stormtroopers or Rebel NPCs (Non Player Characters) will attack you based on your faction. These NPCs are a good source of faction points that you can spend toward getting some cool perks from the recruiter, so keep an eye out for both offensive and defensive reasons.

As an Special Forces member of your faction, pick and choose your battles. If you stay aware of your surroundings you may be able to marshal a quick defense against surprise attacks. For example, if you're an Imperial and bump into a Rebel gank squad, run for the nearest Imperial mission terminal. You'll find members of your faction there seeking something to do. Tell them the situation and presto – you've got your own army to take on your attackers. Awareness and knowledge of the city you are in will serve you well and help you master random PvP encounters.

WORLD CONQUEST

The three starting worlds of Corellia, Naboo and Tatooine may be conquered. Whichever faction (Imperial or Rebel) which has the highest current score on each of these worlds can control that world.

What can you do to help your side prevail? If you have enough faction points, you can create new outposts and other facilities on one of these worlds — the more strongholds a faction controls, the higher its score. But don't assume that an outpost placed automatically and forevermore scores points for your faction. In fact, as soon as a stronghold is placed, it becomes subject to any and all attacks from the other side. If it is conquered, it counts just as much, but for the enemy, not you.

Some strongholds are defended only by NPCs; others can also be defended by player characters. Attacking the first type takes place as Pve; attacking the second type is only possible for PvP characters.

What difference does it make who has the most points? Whenever an NPC faction guard dies anywhere on the world, he or she will respawn as a guard of the ruling faction. That means that if the Rebels take over Corellia, each time an Imperial guard dies he is replaced by a Rebel guard. Even after your faction has racked up the highest score for one of these worlds, the only way to replace all the guards in a city is to go through the city, guard by guard.

Note that this means one faction can still control a city, even if the other faction controls the world. It still takes work to convert each city.

Safe Cities. On each of these worlds, there are a couple of exceptions to the previous paragraph — cities whose guards never change sides regardless of which faction is strongest on the world. They are designed to give you a safe refuge on the world, even if the enemy controls it. These cities are:

World	Rebel	Imperial
Tatooine	Anchorhead	Bestine
Corellia	Vreni Island	Bela Vistal
Naboo	Moenia	Deeja Peak

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FACTION PERKS

When you build up faction points, you can use them to pick up some perks — the reward for being a loyal faction member. Find your nearest faction recruiter and purchase these perks from him. Most perks are placed as items in your inventory, although some directly affect your character.

Military Titles. Special Forces characters can purchase military titles. These titles are listed here in order of increasing cost from the lowest. They come with the appropriate rank insignia, as wearable items on military uniforms. Here are the current ranks and their cost:

Recruit	10
Private	10
Lance Corporal	400
Corporal	800
Staff Corporal	1200
Sergeant	1600
Staff Sergeant	2000
Master Sergeant	2500
Warrant Officer 2	3000
Warrant Officer 1	3500
Second Lieutenant	4000
Lieutenant	5000
Captain	5000
Major	5500
Lieutenant Colonel	5500
Colonel	6000

Buildings and Emplacements. You can purchase the deed to a turret or larger emplacement. Only a Special Forces character of your faction can place it. When placed, it automatically fires on Special Forces enemies and mobile enemies.

Minefield	250
Turret: Small Dish	1000
Turret: Large Dish	2000
Turret: Small Block	1000
Turret: Med Block	1500
Turret: Large Block	2000
Turret: Small Tower	1000
Turret: Med Tower	1500
Turret: Large Tower	2000
HQ: Forward Outpost	5000
HQ: Field Hospital	20,000
HQ: Tactical Center	30,000
HQ: Detachment Headquarters	40,000
S.F. HQ: Forward Outpost	7500
S.F. HQ: Field Hospital	40,000
S.F. HQ: Tactical Center	50,000
S.F. HQ: Detachment Headquarters	60,000

Uniforms (Imperial only). Purchase canonical military uniforms. These uniforms can be equipped only when Special Forces, and are automatically unequipped if you change to Combatant status. When a uniform is worn, it identifies you as an Imperial. This perk is a neon sign over your head declaring your faction.

Imperial Boots	200
Imperial Jacket	200
Imperial Pants	200
Imperial Hat	200

Checkout of hired soldiers. You can summon NPCs of the following types to use as extra backup: Stormtroopers (Imperial only), Rebel soldiers (Rebel only), Compforce soldiers and SpecOps soldiers.

IMPERIAL

Assault Trooper	600
Bombardier	150
Command Security Guard	150
Compforce Trooper	525
Dark Trooper	3000
Gunner	150
Private	150
Trooper	150
Sand Trooper	600
Scout Trooper	600
Storm Commando	660
Stormtrooper	600
Stormtrooper Bombardier	600
Stormtrooper Medic	600
Stormtrooper Rifleman	600
Stormtrooper Sniper	600
Swamp Trooper	600
AT-ST	13,500

REBEL

Trooper	150
Senior Specforce Guerilla	450
Senior Specforce Heavy Weapons	450
Specforce Infiltrator	450
Specforce Marine	450
Specforce Pathfinder	450
Specforce Technician	450
Specforce Wilderness Trooper	450
Specforce Heavy Weapons Specialist	375
Specforce Infiltrator	375
Specforce Interrogator	375
Specforce Marine	375
Specforce Procurement Specialist	375
Specforce Technician	375
Specforce Wilderness Operative	375
Specforce Guerilla	450

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Training. You can convert faction points into experience points in any desired experience type to use it for military training in that area. Players can then learn the skill from any standard skill trainer.

Furniture. Purchase items such as factional banners, so that your home reflects your allegiance.

Weapons. Purchase canonical military weapons to military spec that can only be used when Special Forces.

Armor. Purchases canonical armor. This is an Imperial-only perk.

Schematics. Armorsmiths can spend faction points to earn the ability to craft factional armor sets. Rebel Armorsmiths can learn to craft Rebel Assault, Battle and Marine armor. Imperial Armorsmiths can learn Imperial Assault, Scout and Stormtrooper armor sets. These schematics can be used while Combatant.

A bye on smuggling searches. Useful for characters carrying illicit cargo. Confiscated cargo generates no money and can be hazardous to your health. By using this perk, the NPC crew asking to scan your cargo drops the request and asks you to move along. If you're a Spice Junkie, this can save time and money.

This is just a fraction of what eventually will be available to faction members. The more expensive the perk, the more valuable it will be. Some perks don't have readily apparent benefits and should be used in conjunction with other players/perks to gain maximum effectiveness.

QUITTING A FACTION

If you decide you no longer want to be a Rebel or Imperial, you merely need to find a recruiter and converse with that NPC. You will be offered the choice to leave the faction. However, you can't join the opposing faction until you earn enough faction points.

PLAYER ASSOCIATIONS

It's possible to play ***Star Wars* Galaxies** without participating in the Galactic Civil War and still do PvP. Player Associations make this possible through a means of declaring a guild war on another guild with mutual consent.

NOTE

*You can go **on leave** rather than totally quitting your faction. While on leave, you do not act as a member of your faction, and you aren't identified as such in any way, but you retain all of your faction points. If you choose to rejoin your faction at any time, you may.*

War between associations requires mutual consent — it can't be a unilateral decision. The leader of one PA tells another PA leader that he wants a war. The other leader must agree to this before the hostilities start. This avoids unfair situations where one association could declare war, then take another unaware PA.

After two guilds are at war with each other, the PvP encounters work like Rebel versus Imperial, with a few exceptions. All members of Player Associations are Special Forces to each other, meaning they are fair game wherever they go to the enemy guild. There are no Combatant PA members.

Killing a member of an enemy guild, unlike killing an enemy in Rebel vs. Imperial PvP, does not provide your character with faction points. The only reward is the satisfaction of taking out somebody you don't like and the praise of your PA members. There is no limit to the number of PAs that can be at war with one another, so your PA could fight the entire galaxy!

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DUELING

At any time, challenges to duel may be issued between players. It is up to the challenge recipient to take the first shot. If the challenged takes no action, no duel occurs. After the challenged engages in combat, the dueling continues until one player is incapacitated and/or receives a death blow, or both parties declare peace. Anybody may challenge anybody else to a duel – even members of the same faction or PA.

JEDI RANKING SYSTEM

True Jedi PvP really doesn't begin until you've reached the level of Jedi Knight and have finished you Jedi Padawan trials. Young Padawan, take this warning and learn to use the force wisely before engaging in PvP, or you may find yourself set back in your training.

In the new Jedi skill system, you may remain PvE (with the exception of the occasional Bounty Hunters wanting to prove themselves) or may choose to go on to the new PvP Force Ranking System (FRS). Jedi must choose their path to Force mastery by following the path of light or turning to the dark side. The FRS is a PvP mechanic that allows a Jedi to advance beyond the rank of Knight. It consists of two skills trees – one for Light and one for Dark. Each skill represents a Force Rank. Experience to attain these Force Rank skills is gained and lost through PvP actions. Light Jedi will vote on advancement and Dark Jedi will fight for advancement. To advance, the Light Jedi and Dark Jedi have gathered into groups and have set up their own secret Enclaves, hidden away from the Empire, allowing only a set number of players to advance into the various Force ranks. Only a set number of players may attain a given rank within each Enclave. Therefore, in order for one to advance, another must be demoted. Jedi who enter the FRS are automatically set as always overt for their aligned faction (Rebel for Light and Imperial for Dark). As long as they stay within the FRS, they can not go covert or resign/change factions.

Below you will find a few tips for Jedi PvP, handed down by many wise Jedi that have come before you. Remember, with great power comes great responsibility. May the force be with you!

JEDI PvP TIPS

- Force Shield works well against other Jedi.
- Force Armor is a must when fighting Non-Jedi Players or Large Groups. Do NOT use in Jedi PvP.
- Use your Double-Bladed Saber first in PvP fights. It causes the most damage, and does it quickly. If your opponent has a talent for healing, switch to a Single-Bladed Saber.
- Do not use Force Run 2 or 3. It severely lowers Saber damage output until its effect has worn off.
- Always try to start with a Dizzying attack (Dervish), followed by a knockdown (Saber Throw). It's easier to pound away at your opponent while he's flopping on his back.
- If you're in trouble and there is a large body of water near you, take a swim and get out of range.
- Channel Force and Force Mediation are your Force Pool's Best Friend. Picked up a Holocron you just looted? Save it — it will replenish your force pool instantly when you need it the most!
- Some tasty foods like Synthsteak, Thakillo, Citros Snow Cake, and Brandy will keep you off your back and grant you an extra Stat boost.
- Always keep and eye on the Radar for fast moving Reds!



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PROFESSIONS

*In **Star Wars** **Galaxies**, you can choose a career path for your character. As discussed earlier, you start by choosing from the six starting professions: Artisan, Brawler, Entertainer, Marksman, Medic and Scout.*

As you play, you gain experience and build up your skills. Eventually you can move up to an Elite or Hybrid profession. These "second tier" careers are specialized, giving you the chance to pursue specific aspects of the base careers or combine the skills of two basic paths. It can take some doing to get up to an Elite profession, and even more to break into the Hybrid paths.

There are also several special career paths that do not require mastering another profession first — Politician and the three types of Pilots (Privateer, Rebel and Imperial). For these professions, you do not have to expend skill points to become a novice Politician or a Pilot trainee — you just need to pursue training.

You're not locked into a path. You can dabble in several professions at once with one character. It's possible to become a jack-of-all-trades, with skills in all six starting professions. However, if you want to reach the heights of a career, you need to narrow your focus. This section gives you the information to make knowledgeable profession choices.

SPECIES BONUSES

Each species has some species modifications (or "mods"). These are bonuses to skills that you can learn as you play. For instance, Bothans have a +15 bonus to the Camouflage ability. However, you must gain that ability before the bonus can be applied. So a Bothan who's purely an Entertainer won't have any use for that mod.

Some mods don't apply directly to a skill, but help you resist certain attacks, such as the Zabrak Defense vs. Dizzy at +10.

A tables of each species' skill mods and other modifiers is found below.

NOTE

The skill mods apply no matter what profession you choose. In other words, a Rodian always gets +10 to One-Handed Weapon Accuracy whether she's primarily a Brawler or an Artisan or any other starting career.

SPECIES-SPECIFIC SKILL MODS

BOTHAN SKILL MODS

Camouflage	+15
Cover	+10

HUMAN SKILL MODS

Leadership	+10
Artisan Experimentation	+15

ITHORIAN MODS

Defense Vs. Dizzy	+10
Defense Vs. Stun	+10
Creature Taming Bonus	+10
Melee Defense	+10
Chassis Assembly	+10
Power systems	+10
Shields Assembly	+10
Advanced Assembly	+10

MON CALAMARI SKILL MODS

Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

RODIAN SKILL MODS

Defense vs. Blind	+15
One-Handed Weapon Accuracy	+10
Two-Handed Melee Accuracy	+10
Weapon Assembly	+10

SULLUSTAN MODS

Engine Assembly	+10
Booster Assembly	+10
Weapon Systems	+10
Trapping	+10
Creature Harvesting	+10

TRANDOSHAN SKILL MODS

Unarmed Accuracy	+10
Unarmed Speed	+5
Unarmed Damage	+15
Melee Defense	+10
Creature Harvesting	+10
Private Innate Regeneration	+1

TWI'LEK SKILL MODS

Wound Healing (Dancing)	+15
Wound Healing (Music)	+5
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Musician)	+15

WOOKIEE SKILL MODS

Trapping	+10
Creature Taming	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

ZABRAK SKILL MODS

Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Intimidate	+10
Anti-Shock	+5
Equilibrium	+1
Vitalize	+1

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SKILL TREES

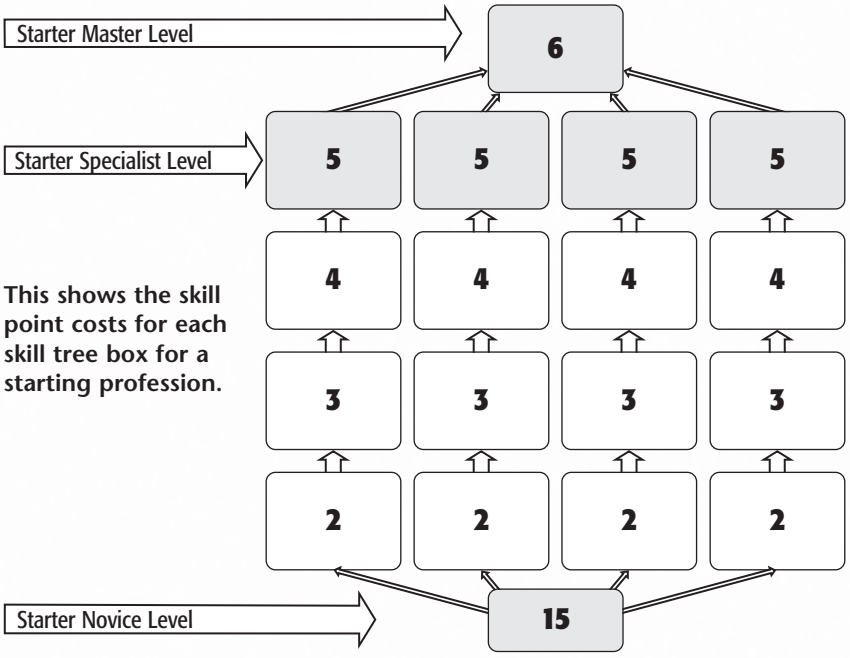


Each profession has a skill tree with 18 sections: a root at the bottom, a crown at the top, and four branches. Each of those branches has four sections. Those branches each represent a field of study or ability. In other words, for Marksman, you have a branch for Pistol skills, one for Carbine skills, one for Rifle skills, and a fourth for Range Weapon Support skills.

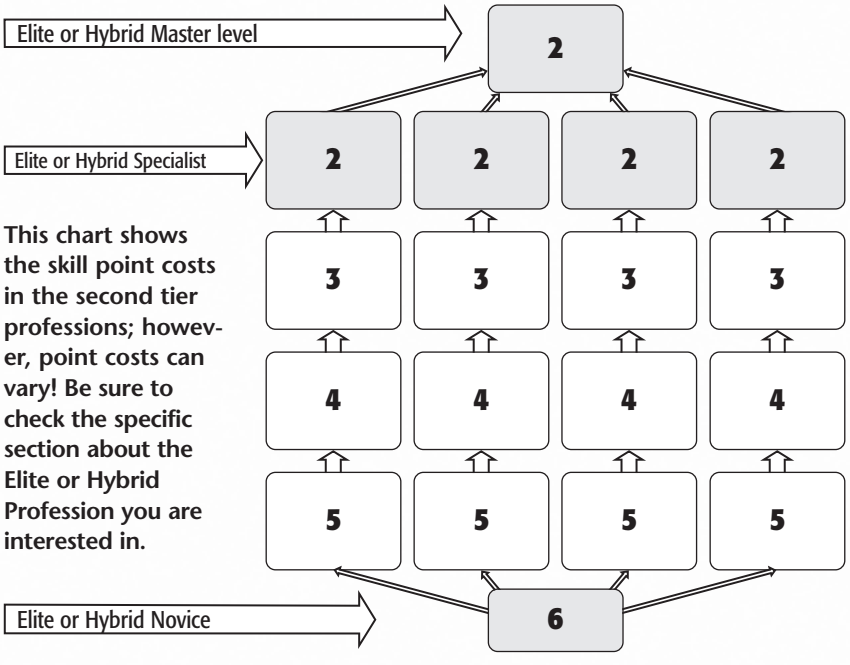
To advance your abilities in a branch, you have to first gain the experience points, then pay for the training. So, if you were a Marksman and wanted the Pistols II skill, you'd need 5,000 points of Pistol Weapons Experience and enough credits to pay a Marksman trainer to teach you.

You can progress up the branches individually. You could reach Rifle Specialist, the top box of the Rifle skills branch, without making any headway in Carbine skills.

To reach a second-tier profession (an Elite or Hybrid profession) you need to reach the top of the corresponding branches. Sometimes you need to fully master a starting profession to



This shows the skill point costs for each skill tree box for a starting profession.



This chart shows the skill point costs in the second tier professions; however, point costs can vary! Be sure to check the specific section about the Elite or Hybrid Profession you are interested in.

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reach a second-tier career. For example, to become a Doctor, you need to reach the top of all four branches of the Medic profession and earn the Master Medic box at the crown of the Medic skill tree. For other professions, you may need to complete only specific branches of a starting profession. For instance, to be a Creature Handler, you need only reach the top of two of the Scout branches. Finally, as a Pilot, you have to master each row (tier) of skills before you can progress to the next tier in any skill column.

When you move up a branch, you often are awarded new modifiers (mods) and/or commands. These perks improve your abilities, making your character more formidable. The mods are cumulative, so the higher you get on the skill tree, the more easily and efficiently you can perform your tasks. ***NOTE: Study your skill trees as you progress. It can be hard to accumulate experience points, so spend them wisely.***

SKILL POINTS

There's a cost for skills that is less obvious than experience points and credits. Each box on the skill trees costs a number of skill points. Every character starts with the same number of skill points, 250. You cannot earn more of them; 250 is your limit.

This is what prevents you from climbing each and every skill tree with one character. You have to monitor your skill point expenses so you can get the career you want.

As stated previously, each box on a skill tree costs skill points. For example, the Novice box at the root of every basic profession costs 15 skill points. So if you were to learn each of the six starting professions, you'd spend a whopping 90 skill points on just the root skills. That leaves precious little to use on higher end skills, so it's to your advantage to specialize a bit.

The branches of the basic professions also have a standard skill point price. The first box from the root costs two skill points, the next one up costs three, the third box costs four points, the fourth box costs five. The crown of a basic skill tree costs six skill points. So to fill out a basic skill tree, you'd have to spend 68 skill points. Check out the sample skill tree for a visual.

The top chart shows the skill point costs for each skill tree box for a starting profession.

The bottom chart shows the skill point costs in the second tier professions; however, when you move on to an Elite or Hybrid profession, the skill point costs change. Each tree for the second tier professions is constructed the same as the basics (root, branches, and crown). Most of them cost six points to earn the root skill and two points to get the crown. Some Elite professions, however, cost only one skill point to gain the first skill box and six to get the crown.

The one-point roots are for Elite professions that you can go into after completing only one branch of a basic profession. For example, if you earn all four skill boxes in the Pistol Weapons branch of the Marksman tree, you can move on to Pistoleer without doing anything else as a Marksman. And moving into the Pistoleer skill tree only costs one skill point. When you reach the top, however, you need to spend six skill points to gain the crown.

Whether it's a one- or six-point root, all the branches of the Elite and Hybrid professions have the same costs. They are inverted from the basic skill trees in that the first box costs five skill points, the second costs four, and so on. Refer to the sample second tier profession skill tree to see how the skill points fall.

EXPERIENCE POINTS

In ***Star Wars* Galaxies**, when you choose a profession, it enables you to gain experience points (also called "xp") for engaging in specific tasks. As a Marksman, you get points for using guns, an Entertainer gets experience by dancing or playing music, and so on.

These points help you advance along your profession's skill tree. You'll need a lot of points.

Experience points are broken up by categories. Each branch of a skill tree could require a separate type of experience points. The Marksman tree, for example, has a branch that requires Rifle Weapon Experience, one for Carbine Weapon Experience, one for Pistol Weapon Experience, and the fourth needs Combat Experience points.

Check your Skills screen using Ctrl S, and you'll notice a window for Current Experience Points. It lists the type of experience you've earned and how much you have of each.

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When you reach the required amount of experience for the next skill level, you can find a trainer and improve your abilities. When you rise to the next skill box, you "spend" your accumulated experience. So, if you have 6,000 points of XP and gain a skill level that costs 5,000 points, you're left with 1,000 XP. You have to earn more to get the next level.

TRAINING

To move up in the skill trees, you need to find the appropriate trainer. The "City Life" chapter of this guide contains a step-by-step walkthrough of the training process. Here we'll give you a quick run down of the basics.

The easiest way to train is to find an NPC teacher. In a city use the **/find** command to get to the appropriate trainer (or look at the city maps in this guide). You need an instructor in the profession in which you're advancing. Make sure your wallet's full of credits, because the trainer will take a bite out of your finances to teach you.

If you don't want to spend the money, but can afford taking more time, find a player character who can teach you the skill you're looking for. He or she may want cash or some other consideration, but that will most likely be cheaper than what an NPC would want.

NOTE

A player character cannot train you in a novice skill. In other words, you can learn the root skill for any profession's skill tree only from an NPC.

EXPERIENCE POINT CAPS

You need to train soon after you gather enough points to get the next level. If you keep hunting (or dancing, or healing) after you get enough xp to gain a skill level, you top off and don't gain any more points.

This is to prevent exploiting the experience point system. For example, if you're a Brawler and you raise your skill level in Unarmed Combat, the lower level creatures become easier to defeat and are worth less experience. But what if you simply refused to train and hunted low-level beasts for days? The risk is minimal because they aren't vicious, but you still gain maximum experience points.

The xp caps force you to gain higher skill sets, and that forces you to go after more challenging prey. So, keep in mind that you have to train up and make progress through your skill trees.

SURRENDERING SKILLS

So let's say you've been building up as a Scout, but also raised a lot of your skills in the Marksman tree and the Medic tree. You spent a lot of skill points becoming a better healer and blaster-slinger, but now you want to move on to the Creature Handler Elite profession and the skill points are getting scarce.

No worries. You can abandon skills to regain the skill points you spent on them. In our example, let's say you've gotten to Expert Rifle Skill in the Marksman tree. Highlight it in the Skills screen and choose the "Abandon Skill" option. You get back four skill points to spend elsewhere.

When you abandon a skill, however, you lose the mods and commands that came with it. And you do not regain the experience points you used to get that skill. So choose carefully when abandoning a skill.

NOTE

You must abandon skills from top to bottom. That is to say, if you are up to Expert Rifle Skill, you cannot abandon Advanced Rifle Skill (the skill box one below the Expert box) without first getting rid of the Expert level.

TIP

Abandoning skills won't become an issue until you're seeking an Elite or Hybrid profession. You can dabble in many skill trees before having to worry about running out of points. Be sure to have an idea of where you're headed so you don't waste too much time on skill trees you'll eventually drop.

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CAREER CHANGE

Let's assume you've decided to make a change in your character's life.

More than likely you won't so much change careers as change your focus. You may have been going up the Medic and Entertainer trees, but now want to make your character more combat oriented.

TIP

If you want to change your profession (that is to say, give up your previous skills) start a new character. Either way, you'll be starting from scratch.

First decide where you want to go. Perhaps the Medic/Entertainer wants to become a Combat Medic. In that case, the Entertainer skills can be abandoned in favor of Marksman skills. Don't dump the extraneous skills all at once. Get rid of them when you need skill points. Until that time, you may find the Entertainer abilities useful.

Because, in our example, the character needs to be more combat ready, you'll have to move around some attributes. Health and Constitution will need an increase, so shift some points there.

That's all there is to it. Figure out where you want to go, decide what stats need to be changed, and abandon extraneous skills as you need the points.

YOUR PROFESSION

The rest of this chapter provides information on the professions. You'll find a breakdown of the starting professions with information and tips about how to play those character types and how the species you choose can affect the career you follow.

The Elite and Hybrid professions' skill trees are also detailed. Those second tier careers stem out of the basic six, so those sections lack minutiae. However, we have added advice and commentary for some of the higher professions. You get insight from the people who have been living and breathing this game.

Each job has its own flowchart, which you can use to find the various paths open to you and see what skills are available. You'll also see detailed descriptions of each skill box for each profession, telling you what modifications and commands are granted for all of them. The "Commands & Abilities" section can include everything from combat actions to item schematics.

Use this information to plot out your character's career path. Find where you want to end up, and track backward to understand what you have to do to reach your goal.

For instance, if you've got your heart set on being a Bounty Hunter, begin with a Brawler or Marksman (the two basic careers you need to master to become a Hunter). Study hard.



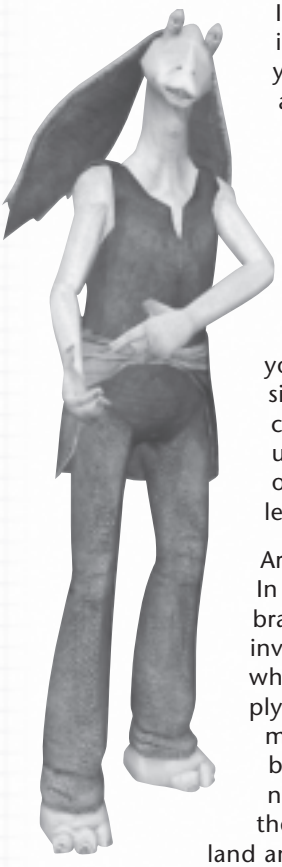
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THE STARTING PROFESSIONS

These six professions are the ones available to you at the beginning of the game. They lead to all the other careers, but you have to spend some time working your way up the various branches before you can step up to the second tier.

ARTISAN

The Artisan is the starting point for aspiring merchants and crafters. A novice Artisan can study engineering, domestic arts, business and resource surveying. These skills give the Artisan the ability to create and market the items that form the basis for the ***Star Wars Galaxies*** *economy. This is a good starting profession if you like to turn a profit. Artisans who study engineering can continue on to become Weaponsmiths, Armorsmiths, Architects or Droid Engineers. Artisans who study domestic arts can become Tailors or Chefs. Artisans who study business focus on the process of creating and managing a store, allowing them to become Merchants. Finally, an Artisan who follows the Surveying skill tree may become a farmer or miner.*



If you think the heat of battle is just too hot and sticky, then you're probably more suited to a profession that deals with the creative side of life. Perhaps you want to be the one to whom others come for their deadly accurate blasters or lightning fast blades. Or maybe you simply want to accumulate wealth by selling your wares. Whatever your motive, the Artisan profession is for those who want to create items for other players to use. Food or droids, weapons or clothing, the Artisan path leads to them all.

Artisans are not the rugged type. In general, they favor brains, not brawn. However, being an Artisan involves a bit of exploration when you go out surveying. To ply your craft you need raw material. Metal, chemicals, flora, bits of fauna and liquids are all necessary to the Artisan. To get them, you need to survey the land and dig up your materials. So you may have to tromp about in the wild lands even if you are a sensitive *artiste*.

Initially you can craft only simple things. Doing so gives you General Crafting Experience that you can use to raise skills in three of the Artisan skill tree branches. One branch is for engineering, one for domestic arts, and one for business. Each of those three branches leads to Elite professions. See where each goes, and focus on the one you want. When you go out to survey, you get Surveying Experience, which you can spend on the fourth branch of the Artisan skill tree.

You can also work up all four branches and become a Master Artisan, highly skilled in all of the different aspects of crafting. When you first start, however, you can make only a limited number of reasonably simple general items.

NOTE

More information on crafting and surveying can be found in **Crafting**, *p. 155. It is imperative that you read that chapter if you're going for a career as an Artisan.*

NOTE FOR VETERANS

As of the release of *Episode 3*, Basic Artisans can no longer craft armor. This is an extension of the change that doesn't allow basic professions to use armor. You'll have to reach an advanced career path before armor becomes part of your repertoire.

SPECIES

The different species have their own bonuses to various abilities. Here you see how those numbers play out with the Artisan profession.

Looking over the different choices, you see that several species are well suited to creation.

Mon Calamari have species mods for Weapon and Structure Assembly and if you want to be a Weaponsmith or Architect (looking ahead to the

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Elite professions) then Mon Calamari is your obvious choice.

Rodians also have an species talent for weaponsmithing.

Sullustans and Ithorians each have a unique set of mods that make them excellent shipwrights.

Humans have a modifier of their own that works along all the crafting lines.

ARTISAN SPECIES MODS

SPECIES	MODIFIER	VALUE
Human	Artisan Experimentation	+15
Mon Calamari	Weapon Assembly	+10
	Structure Assembly	+10
Rodian	Weapon Assembly	+10
Ithorian	Chassis Assembly	+10
	Power systems	+10
	Shields Assembly	+10
	Advanced Assembly	+10
Sullustan	Engine Assembly	+10
	Booster Assembly	+10
	Weapon Systems	+10

TACTICS

There aren't any combat tactics for the Artisan profession. However, we can give you some tips for playing a crafter.

First off, think ahead to your Elite profession. Do you want to be a Weaponsmith? Or a Tailor? When you know, spend your experience points in the branch of the skill tree that gets you there. Don't muck about in the two other branches, because it only drains your hard-earned xp. This doesn't apply to Surveying Experience.



Getting your own meat is easier than relying on the kindness of strangers.

Which brings us to the second point: Raise your surveying skills as soon as you can. You'll accumulate them quickly because you need materials to craft objects. The better you are at surveying, the more efficient you'll be at collecting raw materials. That means you spend less time searching and more time making.

Thirdly, hold on to your Novice Marksman and Novice Scout skills if you intend to make things that involve resources extracted from creatures (bone, hide, and meat). That way you can hunt creatures and extract the parts you need on your own, without waiting for a kindly Scout to deliver what you need. Eventually you can abandon those skills, as you gain notoriety and others are happy to sell you material, but at the start it's faster to do it yourself.

Fourth, surveying and collecting raw material can be time-consuming. Look into getting your own resource harvesters as soon as you can afford to. Make an effort to find like-minded crafters who will join you in resource sharing. You may have a mine for metals, someone else may mine for chemicals, and you can trade. This is a tip for more advanced crafters, but keep it in mind.



Resource harvesters can save you a lot of time.

WHERE IT LEADS

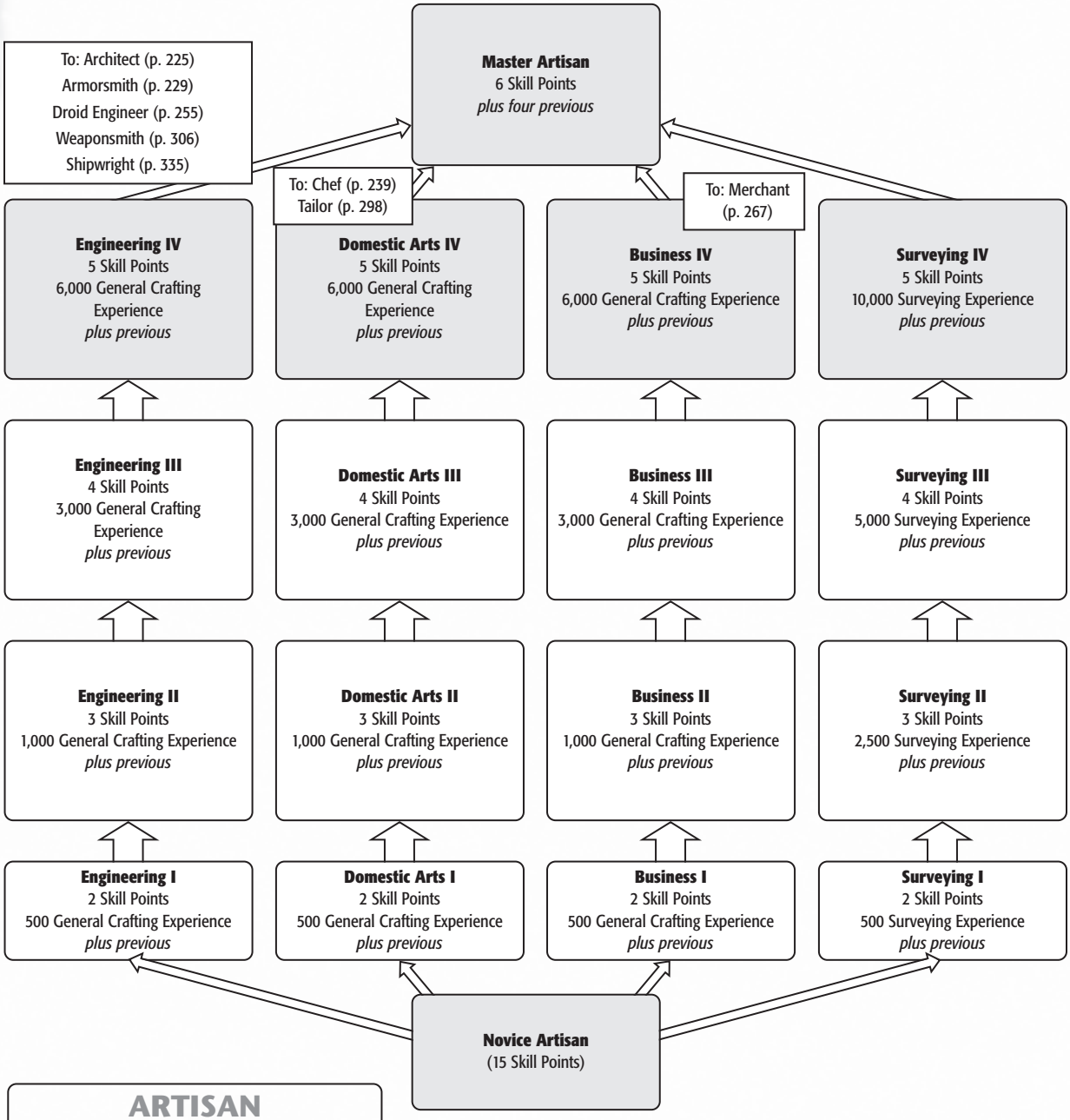
The Elite professions that an Artisan can go into are all specialized aspects of crafting. Most of them focus on one type of creation.

Elite professions from Artisan:

- Architect (see p. 225)
- Armorsmith (see p. 229)
- Weaponsmith (see p. 306)
- Chef (see p. 239)
- Droid Engineer (see p. 255)
- Merchant (see p. 267)
- Shipwright (see p. 335)
- Tailor (see p. 298)

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THE ARTISAN SKILL TREE



ARTISAN

STARTING PROFESSION

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Novice Artisan

(15 Skill Points)

A Novice Artisan has the ability to find and extract the fundamental types of raw material used in item construction. He also has the ability to craft a limited number of starting items. An Artisan can continue her studies in engineering, domestic arts, business and resource surveying. Each of these paths leads to different elite crafting professions.

SKILL MODS	VALUE
Surveying	+20
Armor Customization	+20
Artisan Assembly	+20
Artisan Experimentation	+20
Clothing Customization	+20

COMMANDS & ABILITIES

- Sample Resource
- Survey Resources
- Survival Knife
- Chance Cube
- Six Sided Dice Set
- Ten Sided Dice Set
- CDEF Pistol
- CDEF Carbine
- CDEF Rifle
- Generic Crafting Tool
- Generic Melee Weapon Kit
- Fishing Pole
- Type 1 Firework
- Type 2 Firework
- Type 3 Firework
- Spiced Tea
- Small Glass
- High Power Barrel
- Tactical Grip
- Bofa Treat
- Travel Biscuits
- Spiced Tea
- Simple Shirt
- Casual Shoes
- Casual Pants
- Gas Pocket Survey Device
- Chemical Survey Device
- Mineral Survey Device
- Water Survey Device
- Flora Survey Tool
- Ambient Solar Energy Surveying Tool
- Wind Current Surveying Tool
- Wookiee Hide Jerkin
- Element Dispersal Tuning Kit
- Weight Balancing Kit

Engineering I

2 Skill Points
500 General Crafting Experience

Engineering involves the construction of complex devices such as weapons, armor and tools. This skill series leads to the Architect, Armorsmith, Weaponsmith and Droid Engineer professions.

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

- Twelve-Sided Dice Set
- Twenty-Sided Dice Set
- One Hundred Sided Dice Set
- Wood Staff
- Tuning Coupler
- Burst Focusing Muzzle
- Type 4 Firework
- Type 5 Firework
- Creature Habitat
- Droid Battery
- Food and Chemical Crafting Tool
- Clothing and Armor Crafting Tool
- Structure and Furniture Crafting Tool
- Weapon, Droid, and General Item Crafting Tool
- Hilt Reinforcement Kit
- Inertial Fluctuator Kit
- Starship Crafting Tool

Engineering II

3 Skill Points
1,000 General Crafting Experience

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

- Weapon Repair Tool
- Configurable Dice
- Reinforced Combat Staff
- Type 10 Firework
- Grenade Wiring Kit
- Tactical Scope
- Armor Repair Tool
- Surface Serration Kit
- Tactical Grip Kit

Engineering III

4 Skill Points
3,000 General Crafting Experience

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

- Dagger
- Deed for: Wind Power Generator
- Deed For: Personal Mineral Extractor
- Deed For: Micro Flora Farm
- Type 11 Firework
- Fireworks Show Package
- Mine Explosives Kit

Engineering IV

5 Skill Points
6,000 General Crafting Experience

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

- Heavy Axe
- Deed For: Personal Natural Gas Processor
- Deed For: Personal Chemical Extractor
- Deed For: Personal Moisture Vaporator
- Grenade Explosives Kit
- Type 18 Firework
- Reinforced Stock

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Domestic Arts I

2 Skill Points
500 General Crafting Experience

This involves the study of basic culinary techniques. In addition to the study of food, the Artisan begins working with clothing.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Carbosyrup	Headwrap
Blob Candy	Plain Robe
Exo-Protein Wafers	Clothing Repair Tool
Aitha	Wookiee Arm Wraps
Fiberplast Panel	Simple Waist Wrap
Shorts	Ithorian Long Sweater
Wrinkled Pants	Ithorian Striped Pants

Domestic Arts II

3 Skill Points
1,000 General Crafting Experience

This focuses on improving the Artisan's ability to create clothing. The Artisan also increases his knowledge of food preparation.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Dough
K-18 Rations
Crispic
Caf
Metal Fasteners
Hide Boots
Plain Short Robe
Short Sleeve Shirt
Short Sleeve Jacket
Tree-Dweller's Hood
Wrapped Skirt
Ithorian Lifejacket
Ithorian Two Pocket Shirt

Domestic Arts III

4 Skill Points
3,000 General Crafting Experience

This involves the study of various cultural dessert-making methods. The study of tailoring also continues.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Caramelized Pkneb	Leather Gloves
Kanali Wafers	Casual Jacket
Ruby Bliel	Weighted Wookiee Pullover
Jawa Beer	Ithorian Reinforced Trousers
Pocketed Work Pants	Ithorian Striped Shirt
Work Slacks	Ithorian Striped Shorts
Multipocket Belt	
Two Pocket Belt	
Soft Undershirt	

Domestic Arts IV

5 Skill Points
6,000 General Crafting Experience

The Artisan gains the ability to craft a clothing repair kit. With this tool the Artisan can keep any piece of clothing in top shape. The Artisan also furthers her food-making knowledge. At this point, the Artisan gains access to two elite professions: Tailor and Chef.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Jaar	Frock
Starshine Surprise	Wrapped Boots
Dustcrepe	Labour Jacket
Teltier Noodles	Shoulder Strap
Travel Pack	Maiden's Dress
Large Glass	Weighted Wookiee Hood
Light Food Additive	Dark Sash
Administrator's Robe	

Business I

2 Skill Points
500 General Crafting Experience

With the "Access Fees" skill, an Artisan may place an access fee on any public building they own. People who wish to use the building must pay the access fee to be granted access for a selected amount of time.

NO SKILL MODS

COMMANDS & ABILITIES

Access Fees

Business II

3 Skill Points
1,000 General Crafting Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

NO SKILL MODS

COMMANDS & ABILITIES

Premium Auctions

Business III

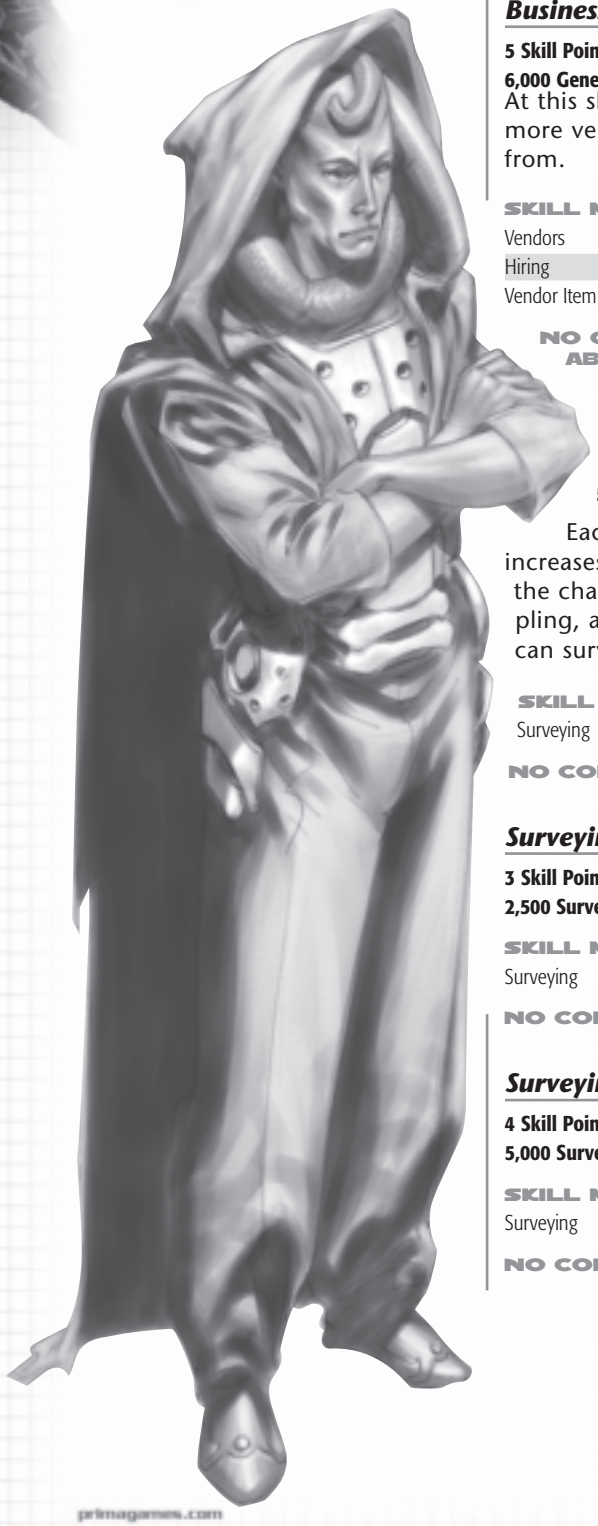
4 Skill Points
3,000 General Crafting Experience

At the "Business Ownership" skill level, an Artisan can place a vendor in any public structure they own. Initially the Artisan may only select a bulky machine style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

SKILL MODS	VALUE
Vendors	+1
Hiring	+10
Vendor Item Limit	+100

NO COMMANDS & ABILITIES

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Business IV

5 Skill Points

6,000 General Crafting Experience

At this skill level the Artisan earns more vendor types to choose from.

SKILL MODS	VALUE
Vendors	+1
Hiring	+10
Vendor Item Limit	+150

NO COMMANDS & ABILITIES

Surveying I

2 Skill Points

500 Surveying Experience

Each level of surveying increases the yield per sample, the chance to succeed at sampling, and the range the Artisan can survey.

SKILL MODS	VALUE
Surveying	+15

NO COMMANDS & ABILITIES

Surveying II

3 Skill Points

2,500 Surveying Experience

SKILL MODS	VALUE
Surveying	+20

NO COMMANDS & ABILITIES

Surveying III

4 Skill Points

5,000 Surveying Experience

SKILL MODS	VALUE
Surveying	+20

NO COMMANDS & ABILITIES

Surveying IV

5 Skill Points

10,000 Surveying Experience

SKILL MODS	VALUE
Surveying	+25

NO COMMANDS & ABILITIES

Master Artisan

6 Skill Points

Master Artisans have well-rounded knowledge in engineering, domestic arts, business and surveying. They are able to design complex microcircuitry and gather the rare materials necessary to build them. Their work forms the basis of components used in crafting elite items like droids, weapons and armor.

NO SKILL MODS

COMMANDS & ABILITIES
Nemoidian Bird Cage
Micro Sensor Suite
Electronics Memory Module
Electronics GP Module
Power Conditioner
Energy Distributor
Control Unit
Speederbike
Swoop
Vehicle Customization Kit
X34 Landspeeder
All-Purpose Ship Repair Kit
Doctor Bag
Barc Repair Tool

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BRAWLER

A Brawler is a skilled hand-to-hand combatant that can specialize in unarmed combat or the use of polearms, one-handed swords or two-handed swords. When combined with a Marksman's abilities, the Brawler can become a Bounty Hunter, Commando, or Smuggler. If you want access to a wide range of melee weapons and special moves and think that going toe-to-toe with enemies sounds fun, then choose the Brawler profession.

Some people don't see the need for complicated machinery when it comes to fighting. Why use a blaster when your hands and feet can get the job done? Sure, you have to get in closer, but going hand-to-hand with a bantha and coming out on top…that's something to brag about in the cantina. It's not all fists and fury, though. Brawlers can use weapons, but of a simple nature, such as blades and sticks. The profession's name may sound uncouth, but it can lead to more polished martial disciplines.



A sword can come in handy, but sometimes you may feel like using a stick.



Maybe you're just a hands-on kind of Brawler.

Brawlers can use many weapons besides hands and feet: one-handed, two-handed, polearms. And that can take the form of gaffi sticks, axes, swords, and staves. However, you won't get generic "Brawler Experience" when you fight. You gain experience matched to the type of weapon you use. Using your own limbs gets you Unarmed Combat Experience, for example. So to move up the unarmed combat branch of the Brawler skill tree, you'll need to fight unarmed.

The same is true for the other Brawler weapon types. You'll need to acquire and use a light blade, a heavy blade and at least one polearm to advance through Brawler.

FOR THE VETERAN

As with all basic combat professions, Brawlers can no longer use armor as of Episode 3.

There have been some changes to your skills and abilities. See the lists on the next few pages.



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SPECIES

Several species have distinct abilities within the Brawler profession.

Rodians have a natural affinity for bladed weapons, of both the one and two handed varieties.

Trandoshan have a very nice suite of mods when it comes to unarmed combat, including a defensive bonus.

Ithorians get a generous selection of defensive mods that will be useful to anyone pursuing any branch of the Brawler's discipline.

BRAWLER SPECIES MODS

SPECIES	MODIFIER	VALUE
Rodian	One-Handed Weapon Accuracy	+10
	Two-Handed Melee Accuracy	+10
Trandoshan	Unarmed Accuracy	+10
	Unarmed Speed	+5
	Unarmed Damage	+15
	Melee Defense	+10
Ithorian	Defense Vs. Dizzy	+10
	Defense Vs. Stun	+10
	Melee Defense	+10

TACTICS

Brawlers are tough—they can take a punch or four. Soloing with a Brawler is fine if you make the proper preparations. Just make sure you have a blaster. This allows you to pull creatures to you from a distance, lessening the chances of getting swarmed. The plus side to Brawling solo in the field is that you get to do all the damage to your target and won't get robbed of experience by fancy blaster-wielding teammates.

However, those fancy blaster-wielding teammates can save your hide. Their guns can do more damage than bare knuckles and wooden staves. When you work with a group, be the one who pulls the target. Better yet, make sure your group doesn't fire on the target until it reaches you. This allows you to get in your hits before the blasters fry the beast. It takes coordination, but it'll make everyone happier.

Just because you're a Brawler, though, you don't always have to pull the creatures. You take all the damage that way, and you're tough, but make the others take turns now and then. Make sure that your group mates know not to run around after they pull a creature, so you can stand and fight it as well.

Teaming up with a Marksman is a good idea for Brawlers. The two of you can work a profitable system. Find a likely target, let the Marksman get the right distance away from you, then pull the beast. Between your blows and the Marksman's withering blaster fire the fight should quickly end. The big plus is that if you get incapacitated, the creature will go for the Marksman, allowing you enough time to recover.

WHERE IT LEADS

As a Brawler, you can head into several Elite or Hybrid professions. Getting to an Elite profession is easier, of course, because you have to become a full Master Brawler to get to a Hybrid profession.

Elite Professions from Brawler:

- Teräs Käsi Artist (see p. 302)
- Fencer (see p. 259)
- Swordsman (see p. 294)
- Pikeman (see p. 276)

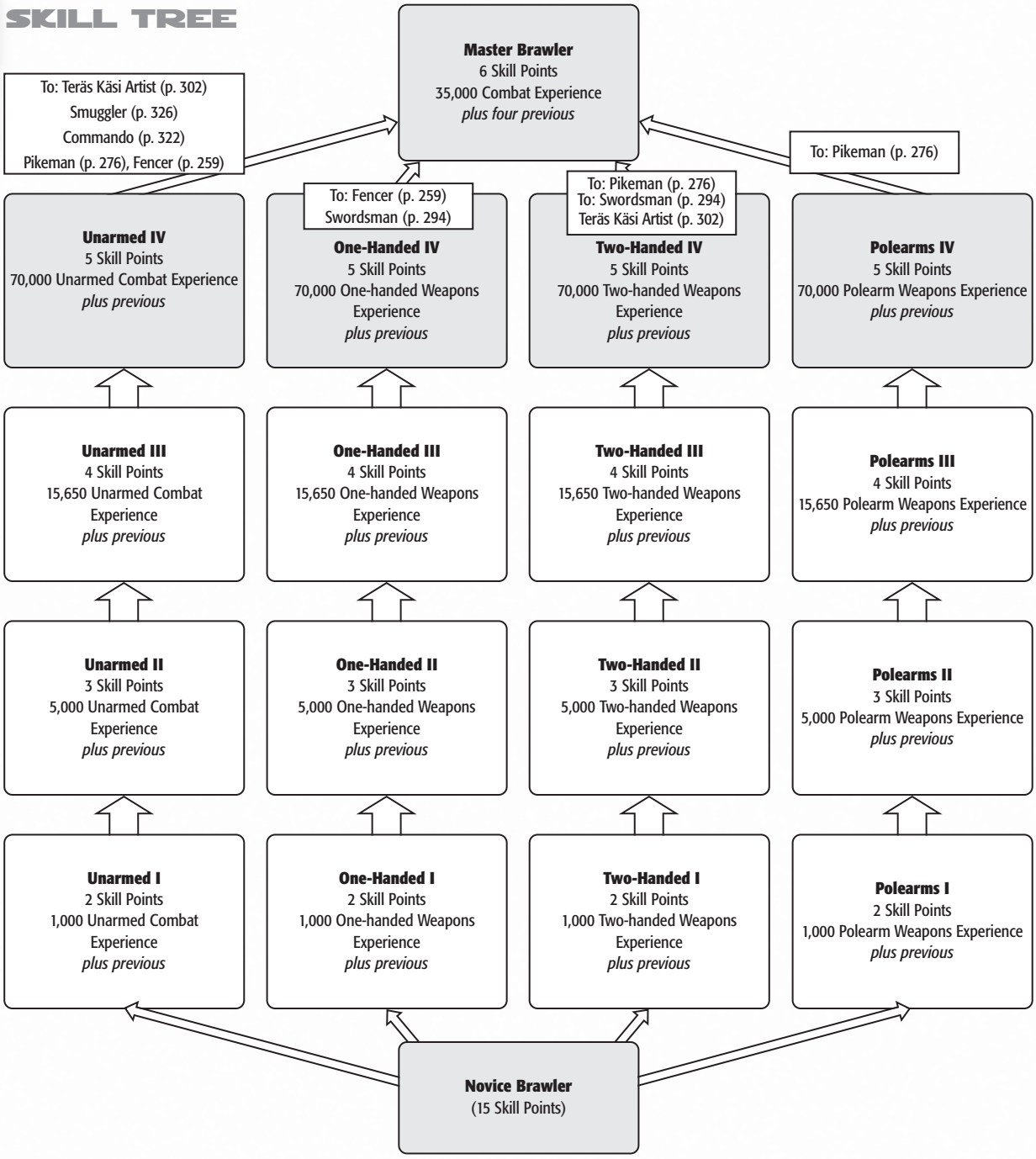
Hybrid Professions from Brawler:

- Commando (see p. 322)
- Smuggler (see p. 326)



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THE BRAWLER SKILL TREE



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Novice Brawler

(15 Skill Points)

The Novice Brawler possesses a slightly better than rudimentary knowledge of the use of melee weapons. A student of Brawling can train in any one particular weapon style (eventually choosing to learn a specialist profession) or pursue them all.

SKILL MODS	VALUE
Melee Accuracy	+10
Melee Defense	+10
Melee Speed	+5
Unarmed Defense	+30

COMMANDS & ABILITIES

Knockdown Recover
Taunt

Unarmed I

2 Skill Points
1,000 Unarmed Combat Experience

This trains the Brawler in simple unarmed combat techniques.

SKILL MODS	VALUE
Unarmed Accuracy	+15
Unarmed Damage	+10
Unarmed Defense	+10
Unarmed Speed	+5

COMMANDS & ABILITIES

Center of Being

Unarmed II

3 Skill Points
5,000 Unarmed Combat Experience

This trains the Brawler in special unarmed combat forms that deliver maximum effect with minimum effort.

SKILL MODS	VALUE
Unarmed Accuracy	+15
Unarmed Damage	+10
Unarmed Defense	+10
Unarmed Speed	+10

COMMANDS & ABILITIES

Melee Strike

Unarmed III

4 Skill Points
15,650 Unarmed Combat Experience

This trains the Brawler in special unarmed combat forms that allow him to hit his opponent from considerable distances.

SKILL MODS	VALUE
Unarmed Accuracy	+15
Unarmed Damage	+10
Unarmed Defense	+10
Unarmed Speed	+5

COMMANDS & ABILITIES

Lunge

Unarmed IV

5 Skill Points
70,000 Unarmed Combat Experience

This instructs the Brawler in the basics of the Teräs Käsi fighting style. With this knowledge, the Brawler may begin down the long road to becoming an enlightened Teräs Käsi Master.

SKILL MODS	VALUE
Unarmed Accuracy	+20
Unarmed Damage	+10
Unarmed Defense	+10
Unarmed Speed	+10

COMMANDS & ABILITIES

Leg Sweep

One-Handed I

2 Skill Points
1,000 One-Handed Weapons Experience

This teaches the Brawler the basics of one-handed melee weapons, with an emphasis on swords.

SKILL MODS	VALUE
One-handed Weapon Accuracy	+15
One-handed Weapon Melee Defense	+10
One-handed Weapon Speed	+5

COMMANDS & ABILITIES

Lunge

One-Handed II

3 Skill Points
5,000 One-Handed Weapons Experience

This improves the Brawler's ability to damage a target quickly and effectively with light sword-like weapons.

SKILL MODS	VALUE
One-handed Weapon Accuracy	+15
One-handed Weapon Melee Defense	+10
One-handed Weapon Speed	+10

COMMANDS & ABILITIES

Center of Being

One-Handed III

4 Skill Points
15,650 One-Handed Weapons Experience

This teaches the Brawler to strike an opponent using a much more efficient style of attack.

SKILL MODS	VALUE
One-handed Weapon Accuracy	+15
One-handed Weapon Melee Defense	+10
One-handed Weapon Speed	+5

COMMANDS & ABILITIES

Melee Strike

One-Handed IV

5 Skill Points
70,000 One-Handed Weapons Experience

This completes the Brawler's training in one-handed weapons. The Brawler learns to engage enemies quickly with a dancer's command of form and balance.

SKILL MODS	VALUE
One-handed Weapon Accuracy	+20
One-handed Weapon Melee Defense	+10
One-handed Weapon Speed	+10

COMMANDS & ABILITIES

Bleed Attack

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Two-Handed I

2 Skill Points
1,000 Two-Handed Weapons Experience

This teaches the Brawler the fundamentals of using large two-handed weapons through a basis in strong footwork and positioning.

SKILL MODS	VALUE
Two-handed Melee Accuracy	+15
Two-handed Melee Defense	+10
Two-handed Melee Speed	+5

COMMANDS & ABILITIES
Melee Strike

Two-Handed II

3 Skill Points
5,000 Two-Handed Weapons Experience

This improves the Brawler's ability to use weighty two-handed weapons.

SKILL MODS	VALUE
Two-handed Melee Accuracy	+15
Two-handed Melee Defense	+10
Two-handed Melee Speed	+10

COMMANDS & ABILITIES
Lunge

Two-Handed III

4 Skill Points
15,650 Two-Handed Weapons Experience

Thi s further improves the Brawler's ability with heavy two-handed weapons as well as provides the Brawler with training to center herself so that she remains calm regardless of the chaos around her.

SKILL MODS	VALUE
Two-handed Melee Accuracy	+15
Two-handed Melee Defense	+10
Two-handed Melee Speed	+5

COMMANDS & ABILITIES
Center of Being

Two-Handed IV

5 Skill Points
70,000 Two-Handed Weapons Experience

This finishes the Brawler's study of two-handed weapons. At this skill level, the Brawler is able to wield large two-handed weapons to highly lethal effect, including using these weapons to shatter armor.

SKILL MODS	VALUE
Two-handed Melee Accuracy	+20
Two-handed Melee Defense	+10
Two-handed Melee Speed	+10

COMMANDS & ABILITIES
Armor Break

Polearms I

2 Skill Points
1,000 Polearm Weapons Experience

This instructs the Brawler in the use of complex polearm-like weaponry.

SKILL MODS	VALUE
Polearm Accuracy	+15
Polearm Defense	+10
Polearm Speed	+5

COMMANDS & ABILITIES
Center of Being

Polearms II

3 Skill Points
5,000 Polearm Weapons Experience

This improves the Brawler's use of polearm like weaponry.

SKILL MODS	VALUE
Polearm Accuracy	+15
Polearm Defense	+10
Polearm Speed	+10

COMMANDS & ABILITIES
Melee Strike

Polearms III

4 Skill Points
15,650 Polearm Weapons Experience

This teaches the Brawler to hit effectively with polearm-like weaponry for a longer distance.

SKILL MODS	VALUE
Polearm Accuracy	+15
Polearm Defense	+10
Polearm Speed	+5

COMMANDS & ABILITIES
Lunge

Polearms IV

5 Skill Points
70,000 Polearm Weapons Experience

This completes the Brawler's training with basic polearm-like weaponry. The Brawler learns to strike quickly and effectively with these large and cumbersome weapons sweeping, her opponents from their feet with ease.

SKILL MODS	VALUE
Polearm Accuracy	+20
Polearm Defense	+10
Polearm Speed	+10

COMMANDS & ABILITIES
Sweep Attack

Master Brawler

6 Skill Points
35,000 Combat Experience

The Master Brawler is proficient in the use of all forms of melee weapons and may advance into any of the specialized melee weapon professions.

SKILL MODS	VALUE
Melee Accuracy	+25
Melee Defense	+10
Melee Speed	+15
Ranged Defense	+5
Unarmed Damage	+15

COMMANDS & ABILITIES
Melee Assault
Parry Riposte Stance

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ENTERTAINER

*The Entertainer is a valuable component of the **Star Wars Galaxies** social landscape. Entertainers interact with virtually all other players, by providing necessary healing services and using skills to change the appearance of other characters. Entertainers can specialize as Dancers, Musicians or Image Designers. If you want to meet a lot of other people online and become an integral part of the social scene, the Entertainer profession is your calling.*

There's a lighter side to life in this galaxy. It's not all blaster fire and brawling; there's got to be time to relax. The Entertainer fills that need and allows players to take full advantage of the social aspects of ***Star Wars* Galaxies**. Your artistry soothes the frayed minds of the more hard-bitten characters, and they love you for it.

An Entertainer isn't the toughest character, but is exceptionally quick and mentally stable.

A simple Entertainer, however, isn't very tough, so you won't see many out in the wilderness. Entertainers are hard-core roleplayers, who like to stay in town and socialize with other players more than they like running around in the wilderness shooting at things.



In this profession you can decide to explore all aspects of entertaining or focus on specific paths. There are branches for dancing, music, and image design as well as one devoted to healing Wounds through entertainment. If you just want to wail on the kloo horn or shake and twist to the beat, then narrow your efforts to becoming an Elite profession Dancer or Musician. Playing or dancing can be done in the cantinas, so expect to spend a lot of time there.

When you aim to become an Image Designer, your path covers a broad array of skills. As an Image Designer (the Hybrid profession you can gain from being an Entertainer) you can customize the look of other characters. Clothes, hair, tattoos, all that will be at your command. It takes a lot of time and effort to become a serious Image Designer, but the payoff is that you'll be in demand. Lots of players want a distinctive character, and Image Designers can provide that.



Image Designers can make you look your best.

FOR THE VETERAN

The Entertainer can still serve adventurers by healing their wounds and easing their Battle Fatigue. Before choosing the path of the Entertainer, however, recall that Dancers and Musicians can only provide XP buffs for adventurers. More than ever before, the Entertainer career path is for experts in roleplaying and socialization, not for adventurers.

SPECIES

The only species with a significant Entertainer mod is the Twi'leks, who get a bonus to Wound Healing while playing music, and an even better bonus while dancing.

ENTERTAINER SPECIES MODS

SPECIES	MODIFIER	VALUE
Twi'lek	Wound Healing (Dancing)	+15
	Wound Healing (Music)	+5

TACTICS

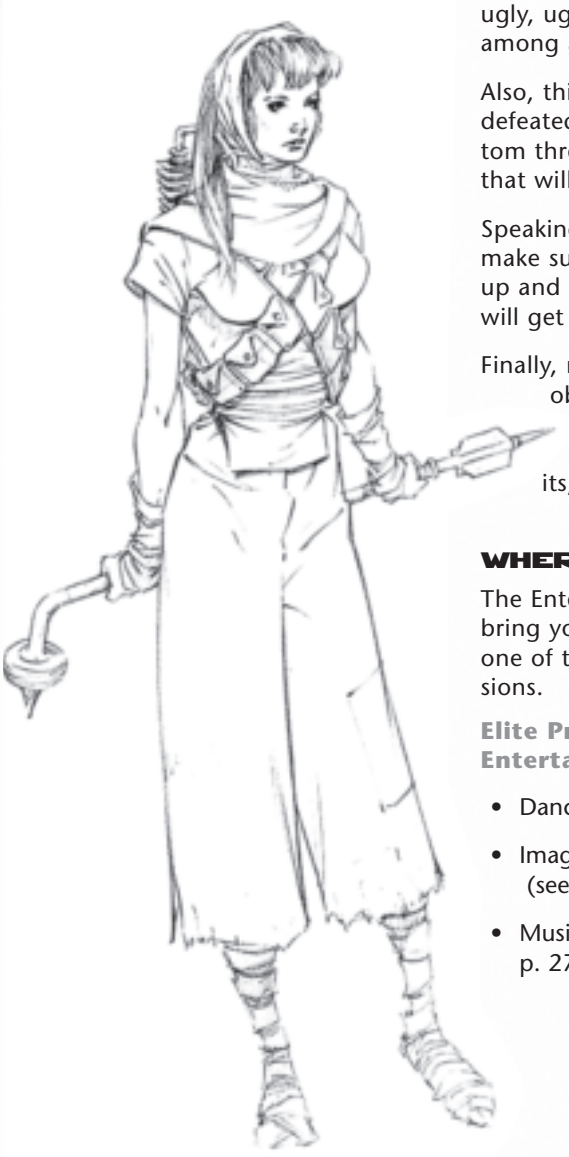
While you're not going to be in many fierce battles as an Entertainer, here are some tips.

First of all, you gain experience as an Entertainer mainly by having other players watch or listen to you as you perform. So, if you want the maximum

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number of eyes or ears on you, you need to think of some ways to stand out.

Remember that in character creation. Try to fashion a look that will catch the eye. During beta testing, a player we know created the shortest, fattest Trandoshan Dancer that he could. He was ugly, ugly, ugly, but people watched him because he stood out among all the lithe Twi'leks and Humans.



Also, think about your costume. Adventurers can find clothes on defeated NPCs, or you can get a crafter to make you some custom threads. Either way, put together some good-looking outfits that will draw eyes to you, even if you're a Musician.

Speaking of Musicians, playing with a band is a good way to make sure every player in a cantina is getting experience. Group up and start playing so that if one of you is watched, all of you will get some experience.

Finally, remember that you can call for tips and gifts. Don't be obnoxious about it, but you may want to drop hints. As an Entertainer you're providing a vital service by healing Wounds. You're not out there running missions for credits, so you need to earn your training money somehow.

WHERE IT LEADS

The Entertainment profession can bring you to prominence as a one of three higher professions.

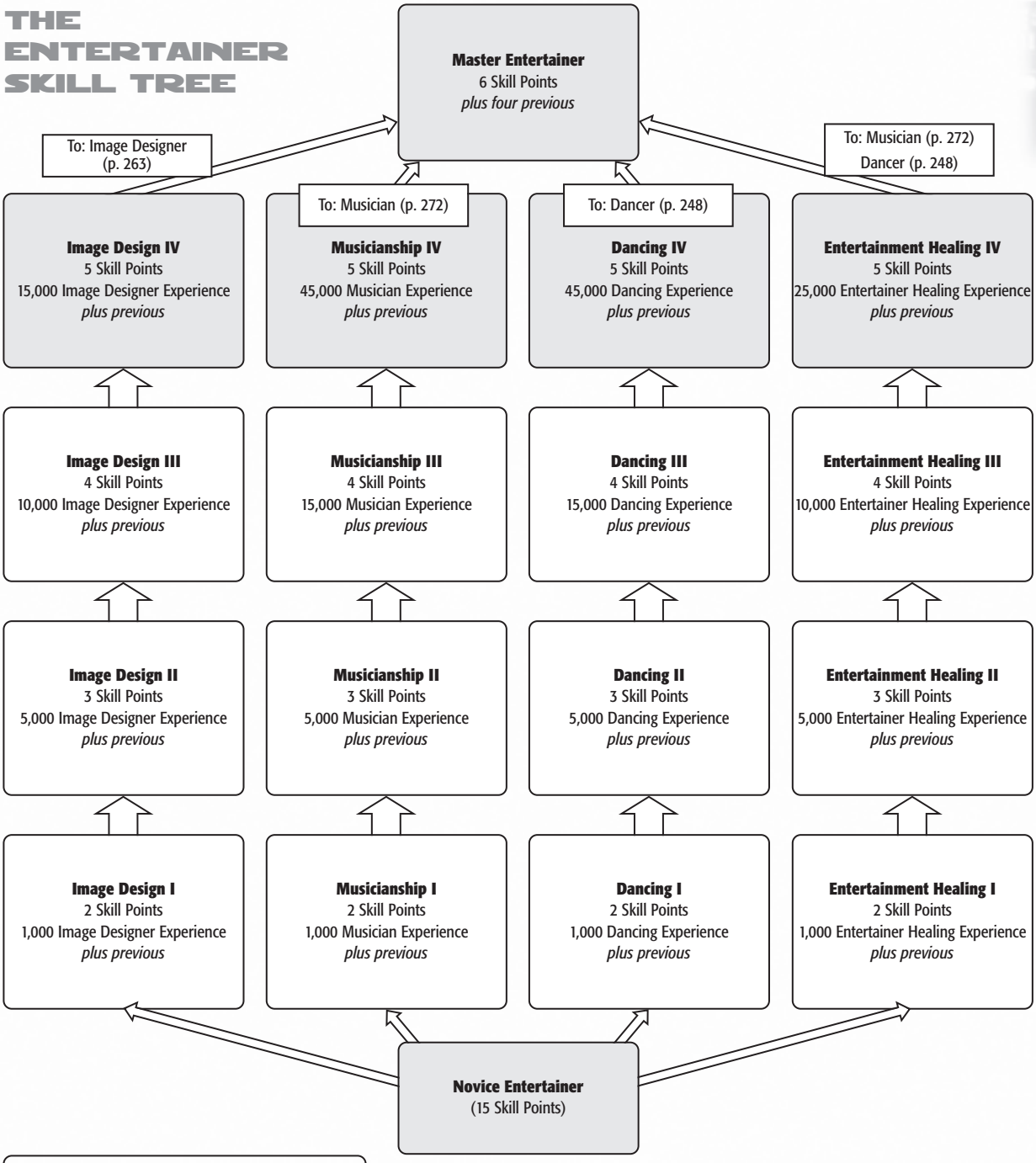
Elite Professions from Entertainer:

- Dancer (see p. 248)
- Image Designer (see p. 263)
- Musician (see p. 272)



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THE ENTERTAINER SKILL TREE



ENTERTAINER

STARTING PROFESSION

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Novice Entertainer

(15 Skill Points)

At the heart of the Entertainer profession is a sampling of several different disciplines: Dancing, Musicianship and Image Designing. From here, the Entertainer can move to one of these disciplines and specialize in it, or become more generalized with a wider range of entertainment skills.

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5
Music Knowledge	+5
Dance Knowledge	+5
Hair Styling	+1
Face Form	+1

COMMANDS & ABILITIES

Dancer
Flourish 1 (Dance & Music)
Flourish 2 (Dance & Music)
Flourish 3 (Dance & Music)
Flourish 4 (Dance & Music)
Flourish 5 (Dance & Music)
Flourish 6 (Dance & Music)
Flourish 7 (Dance & Music)
Flourish 8 (Dance & Music)
Image Designer
Musician
Slitherhorn (Instrument)
Start Dancing
Start Music
Basic (Dance)
Rhythmic (Dance)
StarWars1 (Song)
Stop Dancing
Stop Music
Slitherhorn

Image Design I

2 Skill Points
1,000 Image Designer Experience

This allows the Entertainer to customize facial hair and trim.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Image Design II

3 Skill Points
5,000 Image Designer Experience

This allows the Entertainer to further customize hair styles and change eye color.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Image Design III

4 Skill Points
10,000 Image Designer Experience

This allows the Entertainer to further customize hair styles and change horn colorings.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Image Design IV

5 Skill Points
15,000 Image Designer Experience

This allows the Entertainer to further customize hair styles and and minor facial features.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Musicianship I

2 Skill Points
1,000 Musician Experience

This continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

Fizz (Instrument)
Rock (Song)

Musicianship II

3 Skill Points
5,000 Musician Experience

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

StarWars2 (Song)
Fizzz (Instrument)

Musicianship III

4 Skill Points
15,000 Musician Experience

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

Fanfar (Instrument)
Folk (Song)

Musicianship IV

5 Skill Points
45,000 Musician Experience

SKILL MODS	VALUE
Music Knowledge	+10

COMMANDS & ABILITIES

Kloo Horn (Instrument)
Star Wars3 (Song)

Dancing I

2 Skill Points
1,000 Dancing Experience

This continues to grant the basic knowledge needed to become a professional Dancer.

SKILL MODS	VALUE
Dance Knowledge	+5

COMMANDS & ABILITIES

Popular (Dance)

Dancing II

3 Skill Points
5,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+5

COMMANDS & ABILITIES

Footloose (Dance)

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Dancing III

4 Skill Points
15,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+5

COMMANDS & ABILITIES
Poplock (Dance)

Dancing IV

5 Skill Points
45,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES
Formal (Dance)

Entertainment Healing I

2 Skill Points
1,000 Entertainer Healing Experience

This allows Entertainers to use their dancing or music ability with greater efficiency.

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Entertainment Healing II

3 Skill Points
5,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Entertainment Healing III

4 Skill Points
10,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Entertainment Healing IV

5 Skill Points
25,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Master Entertainer

6 Skill Points

The Master Entertainer has a strong knowledge of all forms of entertainment and can specialize in one or more advanced entertainment professions.

SKILL MODS	VALUE
Dance Knowledge	+10
Music Knowledge	+10
Wound Healing (Dancing)	+10
Wound Healing (Music)	+10

COMMANDS & ABILITIES
Mandoviol (Instrument)

MUSIC AND INSTRUMENTS LEARNED

SKILL LEVEL	SONG TITLE	INSTRUMEN
Novice Entertainer	Starwars1	Slitherhorn
Musicianship I	Rock	Fizz
Musicianship II	Starwars2	None
Musicianship III	Folk	Fanfar
Musicianship IV	Starwars3	Kloo horn
Master Entertainer	Ceremonial	Mandoviol

DANCES LEARNED

SKILL LEVEL	DANCE NAME
Novice Entertainer	Basic
Dancing I	Basic2
Dancing II	Rhythmic
Dancing III	Footloose
Dancing IV	Formal



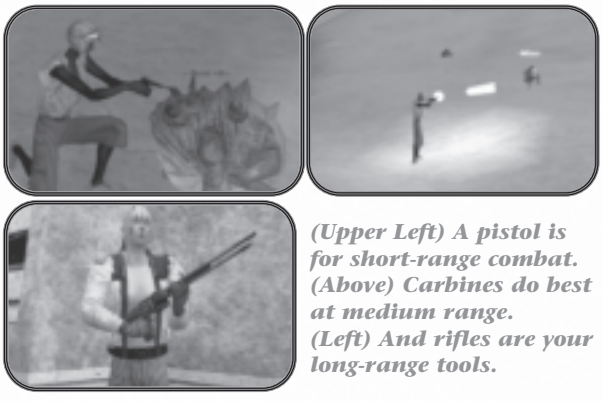
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MARKSMAN

A Marksman relies on the use of ranged weapons in combat. He can become a specialist with rifles, pistols and carbines, or eventually evolve into a Bounty Hunter, Commando, Smuggler or Combat Medic. If you want to run around blasting enemies, the Marksman might be for you.

If you like the sound of blaster fire, the Marksman is the starting profession for you. While all starting characters have a bit of skill with a pistol, the Marksman focuses on ranged weapons, giving him bonuses in his firearm abilities.

The path of the Marksman is filled with combat. You can use and master each of the three blaster types: pistol, carbine, and rifle. They represent short-, medium-, and long-range weapons. As you climb the skill tree, you gain bonuses to your accuracy and speed with each weapon.



(Upper Left) A pistol is for short-range combat. (Above) Carbines do best at medium range. (Left) And rifles are your long-range tools.

Be aware that you must use a weapon to raise your skill in that weapon. In other words, to move to intermediate pistol skill you need to gain 1,000 Pistol Weapons Experience points. You get those by engaging in combat with a pistol. You can't use the pistol to raise your skill with a rifle.

FOR THE VETERAN

As with all basic combat professions, Marksmen can no longer use armor as of Episode 3.

There have been some changes to your skills and abilities. See the lists on the next few pages.

SPECIES

There are no species-based mods to Marksman abilities.

TACTICS

With a high Health and decent physical attributes, the Marksman can be a successful solo character for some time. With judicious choices of what creatures you attack and how you use your weapons, you can take on some hefty foes. Pistol skills can rise quickly if you go solo, because so many creatures close in on you during a fight. If you're headed for Pistol Specialist you can go it alone.



Lie flat and use your rifle to begin the fight.



Stay down and use your carbine when your enemy gets closer.



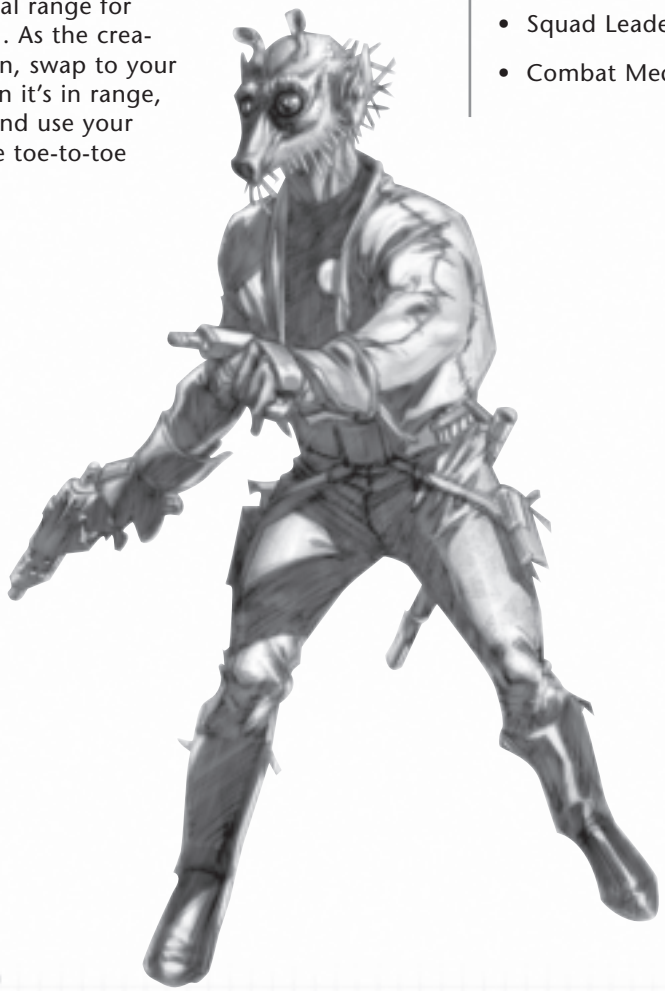
Rise to a kneeling posture and fire with your pistol to finish things off.

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It is much easier to raise carbine and rifle skills while working with another player or a group. To use those two weapons most effectively, you need to keep a certain range from your target (examine your weapons to find out what their ideal range is). If you solo against most creatures, they close quickly to short range, which can force you to use a pistol.

When you work with another player, you can have her pull a target while you stay the desired range away from her, making your shots count and getting the fight over with quickly. Thus, teaming with a Brawler is a good idea. She can stay close to the creature while you snipe from afar. Alternately, team with another Marksman and take turns pulling.

Pay attention to the "Ideal Range" statistic of your weapons. If you want to pull a creature to you, lie prone and fire a rifle shot from the ideal range for that weapon. As the creature rushes in, swap to your carbine when it's in range, then kneel and use your pistol for the toe-to-toe battle.



WHERE IT LEADS

The Marksman profession leads to more Hybrid professions than any other career, and a few Elite professions as well. Everyone needs to use a blaster, right?

Elite Professions from Marksman:

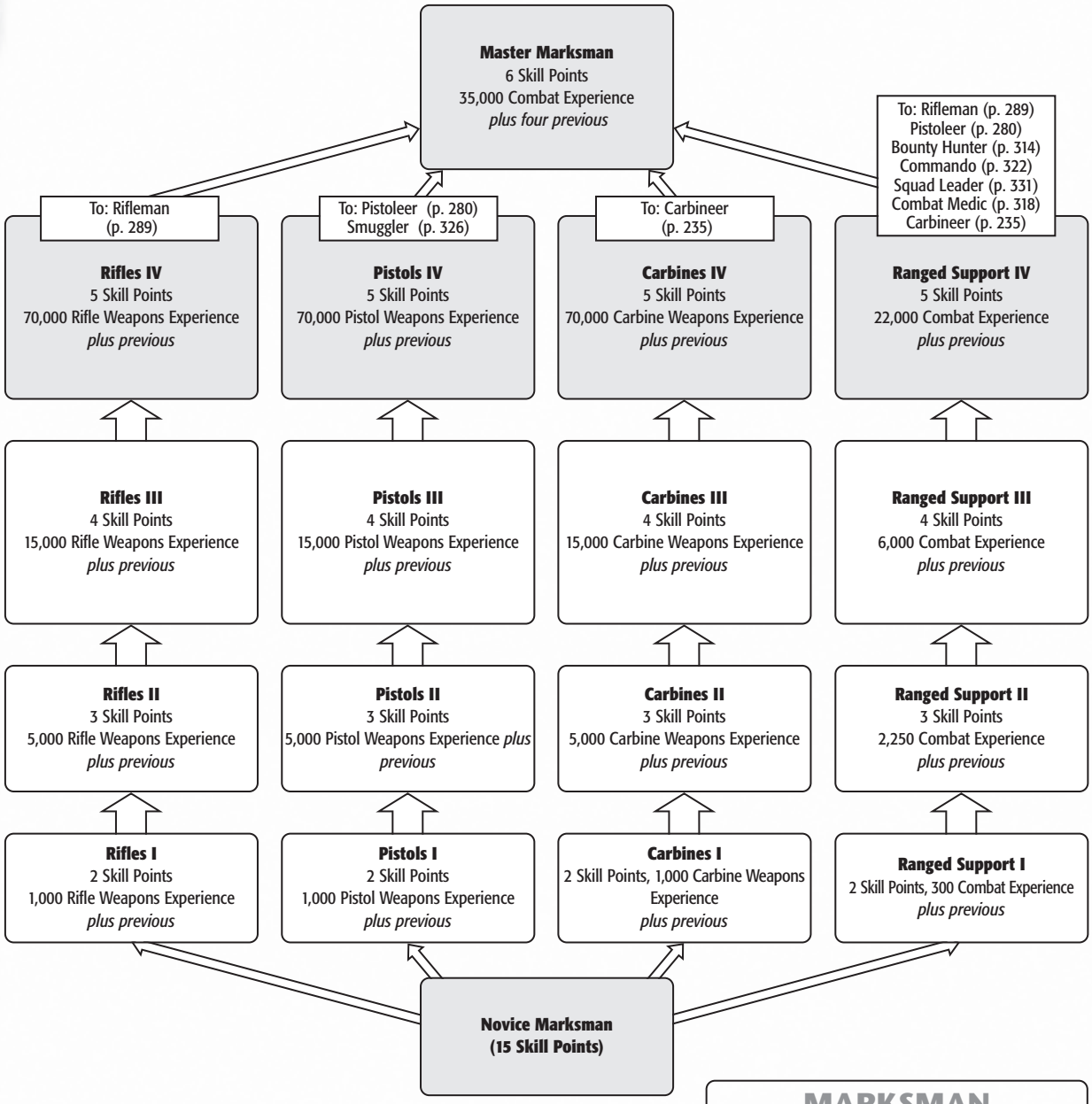
- Carbineer (see p. 235)
- Pistoleer (see p. 280)
- Rifleman (see p. 289)

Hybrid Professions from Marksman:

- Bounty Hunter (see p. 314)
- Commando (see p. 322)
- Smuggler (see p. 326)
- Squad Leader (see p. 331)
- Combat Medic (see p. 318)

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THE MARKSMAN SKILL TREE



MARKSMAN

STARTING PROFESSION

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Novice Marksman

(15 Skill Points)

The Novice Marksman gains a baseline knowledge of most firearms, as well as understanding a few basic special maneuvers with ranged weapons.

SKILL MODS	VALUE
Ranged Accuracy	+10
Ranged Speed	+5

COMMANDS & ABILITIES

Knockdown Recover

WEAPON CERTIFICATION: Blackhand Annihilater

Rifles I

2 Skill Points

1,000 Rifle Weapons Experience

This teaches the Marksman the basics of effectively handling a rifle, using deliberate aiming techniques.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Defense	+5
Rifle Speed	+5

COMMANDS & ABILITIES

Aimed Shot

Rifles II

3 Skill Points

5,000 Rifle Weapons Experience

This improves the Marksman's ability to use rifles. The Marksman also learns how to hit vulnerable locations on her target.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Defense	+5
Rifle Speed	+5

COMMANDS & ABILITIES

Placed Shot

Rifles III

4 Skill Points

15,000 Rifle Weapons Experience

This improves the Marksman's ability to use rifles in close in melee situations.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Defense	+5
Rifle Speed	+5

COMMANDS & ABILITIES

Firearm Strike

WEAPON CERTIFICATION: Firestar 10-K

Rifles IV

5 Skill Points

70,000 Rifle Weapons Experience

This completes the Marksman's training in the use of rifles with a concentration on aimed fires.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Defense	+5
Rifle Speed	+5

COMMANDS & ABILITIES

Aim

Pistols I

2 Skill Points

1,000 Pistol Weapons Experience

This teaches the Marksman the basics of effectively handling a pistol and using the weapon in melee range combat.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Defense	+5
Pistol Speed	+5

COMMANDS & ABILITIES

Firearm Strike

Pistols II

3 Skill Points

5,000 Pistol Weapons Experience

This improves the Marksman's overall accuracy and speed, while teaching him aimed fire techniques.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Defense	+5
Pistol Speed	+5

COMMANDS & ABILITIES

Aimed Shot

Pistols III

4 Skill Points

15,000 Pistol Weapons Experience

This improves the Marksman's basic pistol accuracy and speed, as well as training her in targeting vulnerable locations on her opponent.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Defense	+5
Pistol Speed	+5

COMMANDS & ABILITIES

Placed Shot

Pistols IV

5 Skill Points

70,000 Pistol Weapons Experience

This completes the Marksman's training in the use of pistols. The Marksman learns how to quickly bring his weapon to bear in a fire fight.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Defense	+5
Pistol Speed	+5

COMMANDS & ABILITIES

Quick Draw

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Carbines I

2 Skill Points
1,000 Carbine Weapons Experience

This teaches the Marksman the basics of effectively handling a carbine.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Defense	+5
Carbine Speed	+5

COMMANDS & ABILITIES
Placed Shot

Carbines II

3 Skill Points
5,000 Carbine Weapons Experience

This improves the Marksman's ability to use a carbine and instructs her in the proper handling and control of the weapon in close quarters combat.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Defense	+5
Carbine Speed	+5

COMMANDS & ABILITIES
Firearm Strike

Carbines III

4 Skill Points
15,000 Carbine Weapons Experience

This increases the Marksman's ability to use a carbine. The Marksman gains the ability to more effectively use aimed fire against a target.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Defense	+5
Carbine Speed	+5

COMMANDS & ABILITIES
Aimed Shot

Carbines IV

5 Skill Points
70,000 Carbine Weapons Experience

This completes the Marksman's training in the use of carbines. The Marksman is now highly effective at using a carbine in both deliberate and rapid fire modes.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Defense	+5
Carbine Speed	+5

COMMANDS & ABILITIES
Rapid Fire

Ranged Support I

2 Skill Points
300 Combat Experience

Ranged Support skills grant special commands and abilities that are applicable to all ranged combat professions.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5

COMMANDS & ABILITIES
Roll Shot

Ranged Support II

3 Skill Points
2,250 Combat Experience

This teaches the Marksman how to quickly take an effective prone position.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+5
Ranged Defense	+5
Ranged Speed	+5

COMMANDS & ABILITIES
Dive Shot

Ranged Support III

4 Skill Points
6,000 Combat Experience

This teaches a Marksman how to rapidly get to her feet while still firing at her target.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5

COMMANDS & ABILITIES
Kip Up Shot

Ranged Support IV

5 Skill Points
22,000 Combat Experience

This teaches the Marksman how to overcharge his weapon to increase its damage.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+5
Ranged Defense	+10

COMMANDS & ABILITIES
Overcharged Shot

Master Marksman

6 Skill Points
35,000 Combat Experience

A Master Marksman has an excellent understanding of all three major ranged weapon lines, which allows him to easily wield a pistol, rifle or carbine. A Master Marksman can easily dish out large amounts of lethal damage.

SKILL MODS	VALUE
Ranged Accuracy	+25
Ranged Defense	+5
Ranged Speed	+15

COMMANDS & ABILITIES
Lethal Shot
WEAPON CERTIFICATION: DL44 Metal Pistol
WEAPON CERTIFICATION: Darksting Assassin

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MEDIC

The Medic is a critical component of any squad and is vital to a group engaged in combat. Medics can heal combat injuries, allowing others to continue the fight. Medics can evolve into Doctors, or combine their medical skills with the skills of a Marksman to become a Combat Medic, combining healing and offensive potential. If you enjoy helping others and want to be a necessary part of any group, choose the Medic.

The galaxy is a dangerous place. Accidents happen, as do huge battles and rough fights. When they do, the Medics are right there in the middle of things, keeping their buddies alive and healthy for the next fight.

The Medic profession has an interesting mix of physical and mental attributes. It is one of the most useful classes in ***Star Wars* Galaxies**. Almost every other combat class — and quite a few non-combat classes — have some form of training in the medical field. It's just too useful of a skill to pass up.

Here are a few tips for anyone interested in becoming a Master Medic:

- If you've already established yourself in the game, and have the time and effort to spare, there are a couple of options available to power through the Medic class fairly quickly.
- The first comes down to three words: Heal, Heal and Heal…. as much as possible. So take a new character out and feel free to show him or her the ropes. You can probably get Medic experience out of it as well.

Three of the Medic skill tree branches are based on Medical Experience points, gained through healing others. The fourth branch is all about crafting medicines. You need organic resources to make stimpacks and other medical supplies. Using the crafting tool (see the "Crafting" chapter for more information) you can then fashion potent medicines for use on wounded characters.

Players may be tempted to get Novice Medic skills to heal themselves while specializing in other Professions. This isn't a bad idea, but don't discount the Elite and Hybrid professions available to the committed Medic. Combat Medic, for one, is a highly sought-after character for groups and large battles.

TIP

The difference between an injury and a wound is as follows: an injury is temporary damage to your health, action or mind pool, while a wound is a permanent injury that can only be healed with special healing stimpacks.

FOR VETERANS

Because Doctors are no longer the primary crafers of medical supplies in the game, but are now classified as a combat Profession, there's a bigger than ever gulf between the three Medical Experience paths (Medical Healing, Ranged Healing, Medical Augmentation), and the Medicine Crafting Experience path (Organic Chemistry). If you want to be a medical crafter, you'll need to become a Bio-Engineer, and you need only worry about the Organic Chemistry path. However, if you plan to be a Doctor or Combat Medic, battlefield healing experience is absolutely necessary. You can't ignore Medicine Crafting experience, however. Not only will you need it for Master Medic, but the basic crafting experience it gives you could come in very handy as you learn your advanced profession.

SPECIES

There are no species-based skill mods for Medics.

TACTICS

It may seem to you that tactical thinking wouldn't apply to a healer. You'd be wrong. A Medic is a potent ally to have in the field, and no group should venture out without one in tow. So, as a Medic, you should understand your place in the group dynamic.

Have medicines with you before you set out on a group expedition. You can make some as you go, but have some on hand to start. Load stimpacks into your tool bar so that, in the heat of a fight, you can heal damaged comrades with a keystroke. Do not take point! Let a tougher character take that responsibility. When the fighting starts, attack the target, then click on your point-man and keep track of his HAM bars. When they get low, hit him with a stimpack. Keep him from getting incapacitated.

Another thing to consider with a Medic is to acquire Novice Scout skills. That way you can extract organ-

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As a Medic, the hospital becomes your home away from home.



You're the guardian angel of the group. Keep people on their feet as you fight.

ic resources from defeated creatures, which you can then craft into medical supplies.

If you're not interested in being out in the grit and dirt of the field, you can obtain organics by making it known that you will trade healing for organic material. There will be many Scouts with an abundance of meat, bone, and hide, and a lot of wounds that need attention. You can come to an understanding.

Finally, think about your future. Our suggestion? Think about Combat Medic. Imagine how useful a gun-toting healer will be to a group. Having Marksman skills and getting your hands dirty in the wilderness gain the respect of your fellow players, as well as keep you in demand for hunting parties, Player Associations, and factions.

But there's also Image Designer, which has its own intriguing possibilities. The Medic is versatile and useful.

Medic Profession researched by Marc Quesnel.

NOTE

Don't feel bad about asking for payment for your services. You get experience for healing others, but it also costs credits to get training. If you're spending all your time in the hospital healing, then you have every right to ask for tips and/or items in return for medical attention.

WHERE IT LEADS

As a Medic, you can go in some interesting directions. You can devote yourself to healing full-time, or cross over into the more active aspects of galaxy life.

Elite Professions from Medic:

- Doctor (see p. 252)

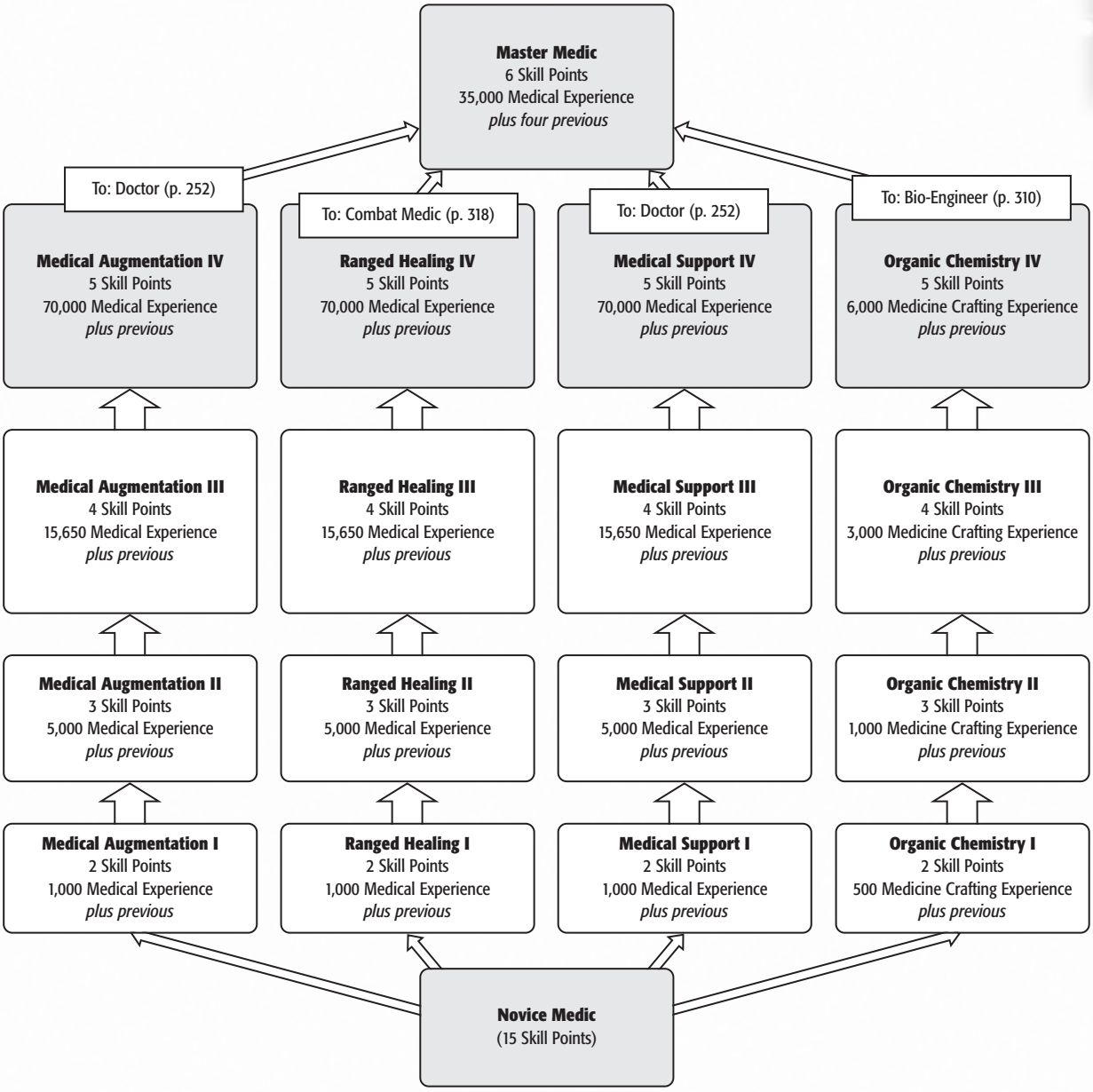
Hybrid Professions from Medic:

- Bio-Engineer (see p. 310)
- Combat Medic (see p. 318)



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THE MEDIC SKILL TREE



MEDIC

STARTING PROFESSION

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Novice Medic

(15 Skill Points)

A Novice Medic can heal light wounds and apply medical treatment in the field. Additionally, the Novice Medic is granted a modest amount of crafting ability to create his field medicines.

SKILL MODS	VALUE
Augmentation Efficiency	+5
Bio-Suppression Efficiency	+5
Healing Efficiency	+5
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Food and Chemical Crafting Tool
Instant Stimpack-A
Bacta Shot

Medical Augmentation I

2 Skill Points
1,000 Medical Experience

This provides the Medic with training in enhancing the body's basic functions.

SKILL MODS	VALUE
Augmentation Efficiency	+5

NO COMMANDS & ABILITIES

Medical Augmentation II

3 Skill Points
5,000 Medical Experience

This provides the Medic with the skills necessary to stabilize a patient and bring them out of shock.

SKILL MODS	VALUE
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Stabilizers

Medical Augmentation III

4 Skill Points
15,650 Medical Experience

This provides further training in enhancing the natural defenses of the body.

SKILL MODS	VALUE
Augmentation Efficiency	+5

NO COMMANDS & ABILITIES

Medical Augmentation IV

5 Skill Points
70,000 Medical Experience

This provides the Medic with training on how to provide nutritional supplements to a person.

SKILL MODS	VALUE
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Nutrient Injection

Ranged Healing I

2 Skill Points
1,000 Medical Experience

This provides the Medic with basic training in healing wounds and injuries as well as suppressing the immune systems in others.

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

NO COMMANDS & ABILITIES

Ranged Healing II

3 Skill Points
5,000 Medical Experience

This provides the Medic with the skills necessary to use a basic Bacta healing mechanism.

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES

Bacta Toss

Ranged Healing III

4 Skill Points
15,650 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

NO COMMANDS & ABILITIES

Ranged Healing IV

5 Skill Points
70,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES

Bacta Spray

Medical Support I

2 Skill Points
1,000 Medical Experience

This provides a basic skill set improves that forms the foundation of the Medic's knowledge of medicine and medicinal applications.

SKILL MODS	VALUE
Healing Efficiency	+5

NO COMMANDS & ABILITIES

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Medical Support II

3 Skill Points
5,000 Medical Experience

This improves the Medic's knowledge of medicine and medicinal applications and well as allows the Medic to perform basic diagnose.

SKILL MODS	VALUE
Healing Efficiency	+5

COMMANDS & ABILITIES
Diagnose

Medical Support III

4 Skill Points
15,650 Medical Experience

This further trains the Medic in field medical work.

SKILL MODS	VALUE
Healing Efficiency	+5

NO COMMANDS & ABILITIES

Medical Support IV

5 Skill Points
70,000 Medical Experience

This gives the Medic training in recovering injured personnel and moving them to a safe location for further treatment.

SKILL MODS	VALUE
Healing Efficiency	+5

COMMANDS & ABILITIES
Drag Incapacitated Player

Organic Chemistry I

2 Skill Points
500 Medicine Crafting Experience

This set provides the Medic with knowledge of new types of medicinal crafting. Here, the Medic is able to make basic liquid suspensions.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES
Biological Effect Controller
Liquid Suspension

Organic Chemistry II

3 Skill Points
1,000 Medical Crafting Experience

This teaches the Medic how to manufacture dispersal mechanisms for their drugs.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES
Dispersal Mechanism
Solid Delivery Shell

Organic Chemistry III

4 Skill Points
3,000 Medicine Crafting Experience

This provides the Medic with knowledge of manufacturing Stimpack-B injectors.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES
Chemical Release Duration Mechanism
Infection Amplifier
Instant Stimpack-B

Organic Chemistry IV

5 Skill Points
6,000 Medicine Crafting Experience

At this level, the Medic has the knowledge of chemistry and biology necessary to pursue a profession as a Bio-Engineer.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES
Advanced Biological Effect Controller
Advanced Liquid Suspension
Resilience Compound

Master Medic

6 Skill Points
35,000 Medical Experience

The Master Medic completes his or her education in crafting and applying medicines in the field. From here, the Master Medic is one of the requirement to explore several elite and hybrid professions like Combat Medic and Doctor.

SKILL MODS	VALUE
Augmentation Efficiency	+20
Bio-Suppression Efficiency	+20
Healing Efficiency	+20

NO COMMANDS & ABILITIES



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SCOUT

A Scout is proficient at exploring and surviving in dangerous environments. A Scout has a wide variety of skills and can evolve in dramatic ways: A Scout can become a Ranger, Squad Leader or Creature Handler, but she can also become a Bio-Engineer. If you're interested in exploring, the Scout is a good way to begin.

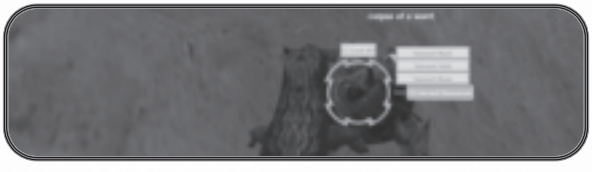
Living a life somewhere between wildman and hermit, Scouts earn their keep as self-imposed outcasts. Solitary by nature, Scouts choose their paths either because of an affinity for animals or from an aversion to authority. Few claim to understand why Scouts have chosen the path they walk on, least of all the Scouts themselves; it just seems to fit them best.



Setting up camp is an important Scout skill.

Should you decide to become a Scout, you can expect to learn how to live off the land. This includes learning how to hunt, trap and harvest animals, move undetected through the wilderness, and prepare camps that have almost the same luxuries as the very cities you have forsaken.

Scouts are adapted to the wilderness. The skills you learn as a Scout reflect that. The four paths you can take teach you to move over all types of terrain easily, build traps to capture or immobilize animals, extract a lot of organic material from defeated creatures, and set up shelter when you're far from civilization.



Resources extracted from your prey can be used to craft items.

FOR THE VETERAN

Scouts were not directly altered by the Episode 3 updates.

SPECIES

Several species have significant bonuses to Scout abilities.

Bothans have an enviable ability to blend in to the landscape, with significant bonuses to both cover and camouflage.

Wookiees' affinity for wildlife lets them excel at both trapping and taming creatures. They also have a talent for Rescue operations.

Trandoshans have a talent for extracting useful resources from creatures. Sullustans share this talent, and also boast an affinity for Trapping.

Ithorians are naturally skilled at training creatures.

SCOUT SPECIES MODS

SPECIES	MODIFIER	VALUE
Bothan	Camouflage	+15
	Cover	+10
Wookiee	Trapping	+10
	Creature Taming Bonus	+10
	Rescue	+10
Trandoshan	Creature Harvesting	+10
Ithorian	Creature Taming Bonus	+10
Sullustan	Trapping	+10
	Creature Harvesting	+10

TACTICS

As their dependency on cities lessens, those Scouts who choose self reliance typically choose the Marksman and Medic professions to augment their own skills. Some even go so far as to learn Artisan and Entertainer as well. After all, it gets boring sitting out there by yourself. Why not learn how to sing and dance? While you're at it, why should you have to rely on someone else to make your blaster rifle for you? Didn't you do a pretty decent job on that camp over there? As you gain in experience, you can always drop the skills you use less in favor of some you want or need more.

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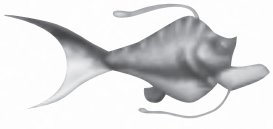


A trap can help catch a pesky creature.

Scouts, like other professions, gain experience through the use of their skills. To become better at Trapping, use traps. Many traps created by Scouts have a cumulative effect on creatures. The more you use the more experience you get. To become better at Camping, make and use camps more frequently. To gain experience in Scouting, initially your advancement will come from Harvesting Creatures, and later on can be had from simply exploring.

Others will begin to understand your lack of reliance on city life shortly after their first stay in one of your camps. Wounds and damage to all three HAM bars can be fully recovered in one of your camps. Your more advanced camps can provide some measure of security for the group needing a break from the action, and a bonus to the Medics' healing abilities.

Scout Profession researched by Dave Herrod.



WHERE IT LEADS

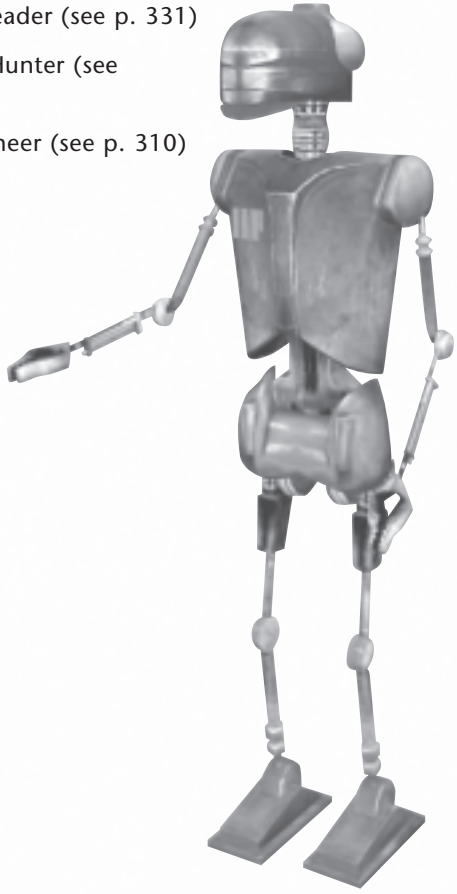
Scouts have several options available to them on, or before, becoming a Master Scout. Those with an affinity for animals have two choices available: Creature Handlers befriend wild beasts; Bio-Engineers genetically create and enhance those creatures found in the wild. Scouts who opt to become Squad Leaders find their squad based abilities can make any good group into a great group. If hunting creatures isn't enough of a challenge, perhaps Bounty Hunter is the path for you. But, if being a Scout was all you wanted to do in the first place, then becoming a Ranger should be your natural choice.

Elite Professions from Scout:

- Creature Handler (see p. 243)
- Ranger (see p. 284)

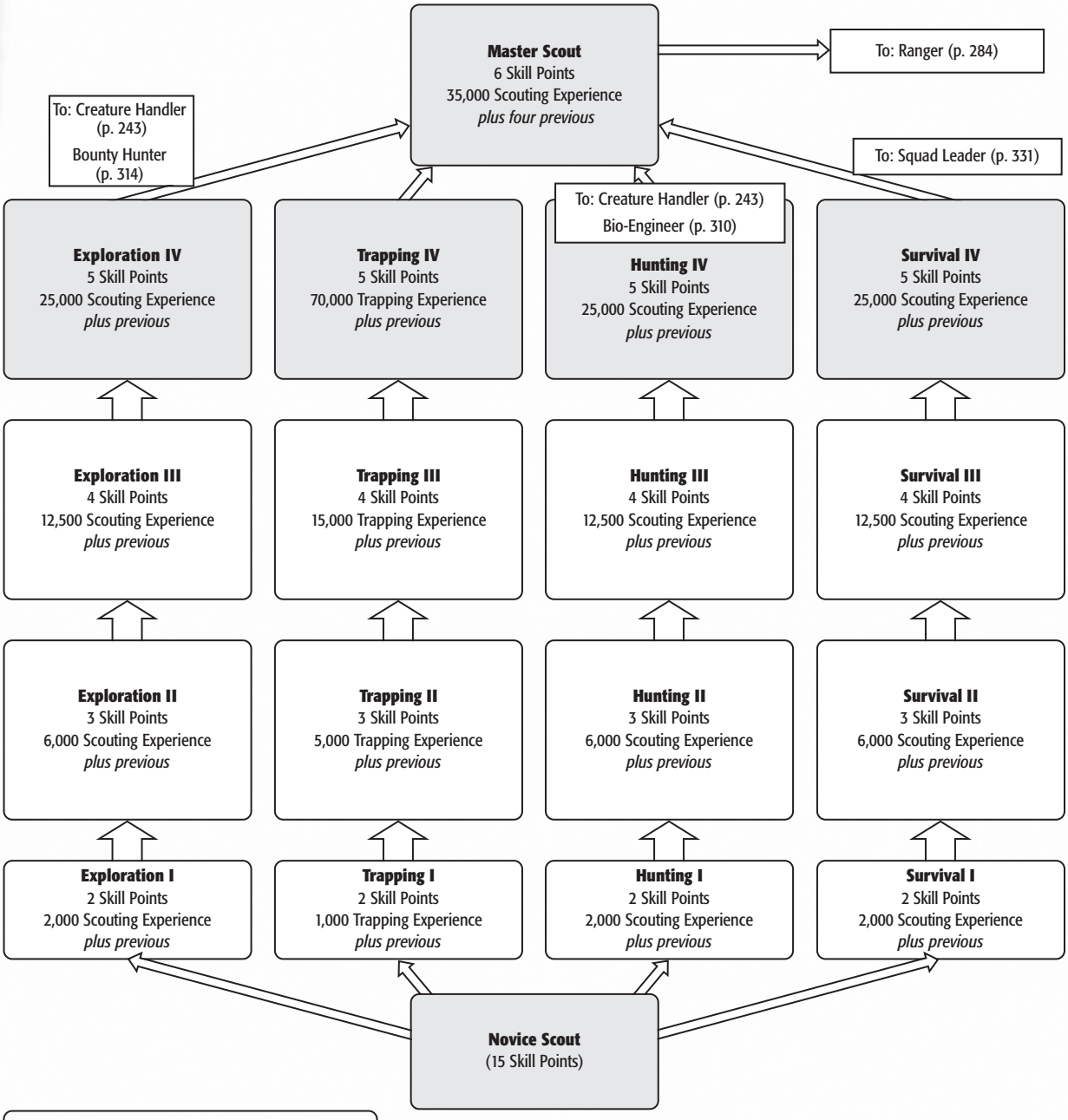
Hybrid Professions from Scout:

- Squad Leader (see p. 331)
- Bounty Hunter (see p. 314)
- Bio-Engineer (see p. 310)



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THE SCOUT SKILL TREE



SCOUT

STARTING PROFESSION

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Novice Scout

(15 Skill Points)

Basic Scout training involves learning the fundamentals of exploration, trapping, hunting, and wilderness survival. A Novice Scout is capable of constructing a simple shelter and can harvest basic resources from organic creatures.

SKILL MODS	VALUE
Trapping	+5
Camping	+5
Creature Knowledge	+5
Creature Harvesting	+15

COMMANDS & ABILITIES

Basic Camp Kit
Lecepanine Dart
Wire Mesh Trap

Exploration I

2 Skill Points
2,000 Scouting Experience

This involves the study of basic hard terrain negotiation. This skill reduces the speed penalty for climbing hills. Eventually, this penalty can be reduced to zero, making an experienced Scout capable of climbing hills as quickly as she can run.

SKILL MODS	VALUE
Terrain Negotiation	+20

NO COMMANDS & ABILITIES

Exploration II

3 Skill Points
6,000 Scouting Experience

This furthers the Scout's study of terrain negotiation. This skill involves military level training, imparting an even greater bonus for climbing hills. The Scout also learns basic camouflage techniques, granting him the ability to use musks to mask his scent. The Scout may then approach some aggressive creatures without fear of being attacked.

SKILL MODS	VALUE
Burst Run Efficiency	+20
Mask Scent	+20

COMMANDS & ABILITIES

Mask Scent

Exploration III

4 Skill Points
12,500 Scouting Experience

At this level, a Scout learns the techniques necessary to negotiate extremely harsh environments such as snow-capped peaks or dense jungle. This training further reduces the movement penalty for climbing hills. The Scout also increases her ability to effectively hide herself from the attention of aggressive creatures.

SKILL MODS	VALUE
Terrain Negotiations	+20
Mask Scent	+20

NO COMMANDS & ABILITIES

Exploration IV

5 Skill Points
25,000 Scouting Experience

This is the most difficult form of terrain negotiation training a Scout can undergo. During this rigorous process, the Scout learns how to move effectively in alien environments such as low gravity, vacuum, and corrosive atmospheres. At this skill level a Scout is capable of moving up even the steepest slopes quite quickly. The Scout also learns highly advanced methods for interacting safely with aggressive creatures, increasing the effectiveness of his scent masking ability.

SKILL MODS	VALUE
Burst Run Efficiency	+20
Mask Scent	+30

NO COMMANDS & ABILITIES

Trapping I

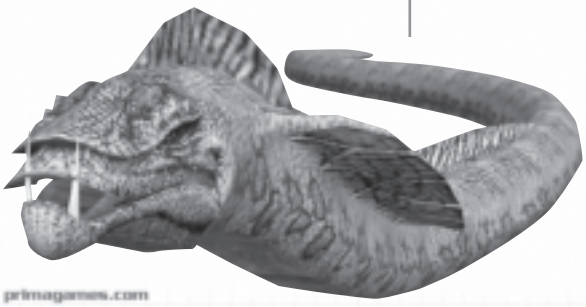
2 Skill Points
1,000 Trapping Experience

The discipline of trapping is as old as the Scouting profession. Whether the Scout is setting a trap for his evening meal or for an encroaching enemy force, the principles are largely the same. Makeshift trap design involves building simple traps out of available resources.

SKILL MODS	VALUE
Trapping	+5

COMMANDS & ABILITIES

Sharp Bone Spur
Glow-Juice Trap



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Trapping II

3 Skill Points
5,000 Trapping Experience

This represents a continuing evolution in the Scout's understanding of mechanics and animal behavior. At this skill level, the Scout may draw upon field knowledge to create more effective devices.

SKILL MODS	VALUE
Trapping	+5

COMMANDS & ABILITIES

Noise Maker
Stink Bomb

Trapping III

4 Skill Points
15,000 Trapping Experience

This involves the Scout integrating modern military theory into her trap design and creation process. From this point forward, the Scout's traps become more lethal and more extreme in their effects.

SKILL MODS	VALUE
Trapping	+5

COMMANDS & ABILITIES

Phecnacine Dart
Glow-Wire Trap

Trapping IV

5 Skill Points
70,000 Trapping Experience

The Scout of this level designs traps that are the envy of military forces throughout the galaxy. He could very well be a weapons designer if his interests did not direct him towards wilderness and wild creatures. The Scout's traps have become creative and highly effective.

SKILL MODS	VALUE
Trapping	+10

COMMANDS & ABILITIES

Adhesive Mesh

Hunting I

2 Skill Points
2,000 Scouting Experience

A Scout who learns civilian hunting methodology understands the basics of game hunting. This skill imparts a fundamental knowledge of organic life, as well as techniques for harvesting organic resources from such creatures.

SKILL MODS	VALUE
Creature Knowledge	+5
Creature Harvesting	+5

NO COMMANDS & ABILITIES

Hunting II

3 Skill Points
6,000 Scouting Experience

Enhances hunting knowledge by teaching the Scout to integrate techniques employed by military special forces. The Scout also undergoes an intensive study of common organic life-forms. The result is an increased ability to harvest organic resources as well as a greater understanding of creature capabilities.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+10

NO COMMANDS & ABILITIES

Hunting III

4 Skill Points
12,500 Scouting Experience

This is an extremely advanced form of hunting developed by the predatorial Trandoshan species. The Scout learns how to maximize resource gathering and creature identification using time-tested techniques.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+5

NO COMMANDS & ABILITIES





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Hunting IV

5 Skill Points
25,000 Scouting Experience

This represents the Scout integrating her own personal experience with book-learned knowledge. The Scout has invented and mastered ways of handling creatures of which her peers may be unaware. The capability imparts a high ability to harvest organic resources and identify creature statistics.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

NO COMMANDS & ABILITIES

Survival I

2 Skill Points
2,000 Scouting Experience

This includes the study of basic field survival methods used by civilian game hunters. This allows the Scout to construct improved shelters. The Scout also learns basic ways of identifying and gathering edible resources.

SKILL MODS	VALUE
Camping	+5
Foraging	+5

COMMANDS & ABILITIES

Forage

Survival II

3 Skill Points
6,000 Scouting Experience

This elevates the Scout's understanding of safe shelter construction as well as wild resource gathering. The Scout's camps become secure, gaining the ability to repel creature incursion.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

Multiperson Camp Kit

Survival III

4 Skill Points
12,500 Scouting Experience

A Scout who studies harsh environment techniques is more capable of building beneficial camps. At this skill level, the Scout's camps not only allow faster healing, but also repel more powerful creatures. The Scout also becomes more skilled at gathering wild resources and now can find two foraged items in a single attempt.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Survival IV

5 Skill Points
25,000 Scouting Experience

This involves the Scout learning planet-specific and region-specific survival methods that heighten his camp construction and foraging abilities. At this skill level, the Scout's camps become secure, having a good chance of repulsing aggressive creatures.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

Improved Camp Kit

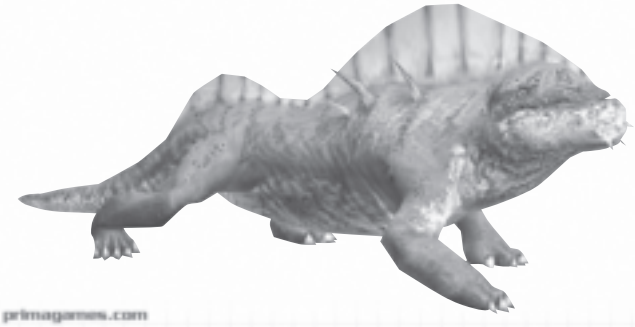
Master Scout

6 Skill Points
35,000 Scouting Experience

A Master Scout has learned the techniques of surviving in the rough and has gained many insights into the nature of interacting with wildlife. At the Master level, a Scout gains the ability to forage up to three items in a single attempt. Master Scouts may continue their studies by becoming Rangers, Squad Leaders, or Creature Handlers. Alternatively, a Master Scout may become a Bio-Engineer.

SKILL MODS	VALUE
Terrain Negotiations	+10
Burst Run Efficiency	+10
Camping	+10
Foraging	+15
Creature Knowledge	+10
Creature Harvesting	+5
Mask Scent	+30
Trapping	+20

NO COMMANDS & ABILITIES



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SPACE PROFESSIONS

***Star Wars* Galaxies: Jump to Lightspeed** added two new professions. One of these is the Pilot series of professions, which works together nicely with the new Shipwright profession and lets you explore space combat.

As a Pilot, you can follow three different career paths — a neutral Privateer, an Imperial Navy fighter pilot, or a Rebel Alliance fighter pilot. No matter which one you choose, you will gain the ability to soar through the stars and expand your ***Star Wars* Galaxies** combat horizons. Being a pilot opens up an entirely new realm of player-versus-environment and player-versus-player dogfights.

FOREWORD

So you want to be a pilot in the Star Wars Universe? Well, as we all know, flying aces like Solo and Skywalker weren't born in a day. There's a few things you'll need to understand about starships and piloting before you're ready to launch into your first battle. Advanced maneuvers, dogfighting techniques, ordnance proficiency … these are just a handful of the topics you'll need to study if you hope to survive more than a light year from your landing pad.

Don't forget that there's a Galactic Civil War going on — and like it or not, you're going to have to take a side in the matter, even if that side is no side at all. (After all, there are a lot of enterprising, independent "contractors" out there with their minds on slightly illicit business deals. They may be willing to bank on a loner like you, if that helps them profit from the Empire's attention being focused elsewhere.) What allegiance you choose in the war will have a large impact on your piloting and fighting capabilities, as well as the progress you'll make in your career.

WHY BECOME A PILOT?

Becoming a pilot is almost a no-brainer! Who hasn't dreamed of unfolding their X-Wing fighter and strafing the course of an Imperial Star Destroyer while in formation with your wingmates? How about the feel of inertia as you bank and roll to evade the fire of pursuing Hutt fighters in your YT-1300? Grinned at the possibilities of fuzzy dice in your TIE cockpit?

There are many reasons to play a pilot:

For one, starships are a very effective means of planetary travel. Ordinarily, to travel through systems, you must wait for shuttles to land at special starports. Many times you won't be able to simply go from point A to point D. You'll have to go from A to B to C to D via connecting flights. This means of "planet-hopping" can be expensive and time-consuming. But thanks to the miracle of hyperspace travel, starship owners (with hyperspace-capable engines) can travel across the galaxy in mere moments — perfect for those annoying harvester runs!

Becoming a pilot is also inexpensive — there's no training cost for learning piloting skills, unlike all other professions. Everything is provided to you by the faction you decide to join. Your faction will provide you with a starship to get you out and flying, training when they believe you're ready for it, and even rewarding you with bonus credits for a job well-done — or maybe a shiny new flight suit!

But there's more. Pilot professions also don't take up any of your skill points. None! This means you have more skill points free to dedicate to other professions — you can have that smuggling musician flying ace who practices a little Teräs Käsi on the side, if you so desire.

PILOT FACTIONS

Pilots can be one of three factions — Imperial, Rebel or Privateer (neutral). Faction plays a large role in training, since the only training you can get is from faction-related NPCs at the moment.

Faction becomes more important in PvP play, when the Imperial and Rebel fighters duke it out for control over deep space. Whichever group maintains control will have the best access to loot and can often intercept enemy shipments. Privateer pilots aren't excluded when it comes to faction PvP play, however; they get their fair share of loot that is unavailable to pilots who have sworn allegiance to one side or another.

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SKILL TREES

Piloting differs from other professions in that you don't advance up one or more branches independently. Since you can't fly any ship until you learn the proper skills for it, you must master *all* the skills associated with a particular spacecraft. Therefore, you should develop your ship, weapon, droid and flight command abilities concurrently at each row level within the skill chart.

Each row of a Piloting skill tree is called a **Tier**. All of the missions for a specific row of skills are called Tier 1 (or Tier 2, or 3 or 4) missions. AI pilots and the loot you can get are all described in terms of their corresponding tier. The last level is still called **Master**.

Even though the emphasis is on tiers, each column in a skill tree serves a different purpose.

Column 1: Pilot Certifications. The first column of skills gives you piloting certifications. Once you are certified for a particular ship, you can fly it.

Column 2: Weapon Certifications. The second column of skills certifies you to mount and use different weapon components. You can earn certifications ranging from Level 1 to Level 10. In order to mount a particular component/weapon on your ship, you have to be certified for that item.

Column 3: Pilot Commands/Abilities. The third column of skills gives you new pilot commands and special abilities. These range from repairing ships and boosting your target to effects that can temporarily disrupt your enemy's attack.

Column 4: Droid Programs/Certifications. The fourth column of skills provides droid programs and certifications that let you control the Astromech flight computer.

You earn droid certifications ranging from Level 1 to Level 6. Each level corresponds the rating of the datapad on the droid or flight computer. Level 6 is the largest datapad, so it can of course store the most droid programs for use during spaceflight.

To access droid programs, you must first burn the program onto a blank droid module. Then, transfer it to your datapad (using the radial option) and insert the Ready Chip into the datapad on the Flight Computer's memory bank. To burn and mount any chip, you have to have the correct level of Flight Computer in your datapad (noted in the skill listings).

SKILL ADVANCEMENT/TRAINING

One important thing to note about getting your Pilot skills is that you must earn ALL skills on a tier in all four columns before you move up to the next row. You can't move up to the next tier of skills until you complete the current tier. You can sometimes earn skills as the result of a mission reward, but for the most part you'll have to pay NPC trainers.

Within a skill row, all skills cost the same amount in terms of experience:

Tier 1 skills: 7,500 Space Combat Experience
Tier 2 skills: 60,600 Space Combat Experience
Tier 3 skills: 200,000 Space Combat Experience
Tier 4 skills: 1,000,000 Space Combat Experience
Master skill: 7,500,000 Space Combat Experience

To get any skills, you must first acquire enough Space Combat experience (per the above requirements), and then visit a pilot trainer. Skills are also awarded as rewards for missions from pilot trainers, who are scattered throughout the galaxy.

Once you achieve Master Pilot status, you start accumulating Prestige Points instead of Piloting experience. We can't say much, but these will become important later as the game's storyline progresses, so hang onto them!

PILOT AND DROID COMMANDS

You earn commands on the third column. These commands let you repair your ship, recharge a friendly target's shields or health, scramble your identity, call in a bomber strike, and more. Most commands have a success chance of about 60 to 70 percent when you first get them. Failure effects can range from basic ineffectiveness (nothing happens) to a critical failure that causes ship damage or some other undesirable effect.

As you progress, your success rate for commands you earned earlier will increase and they won't fail as often. The higher your Pilot Special Tactics skill modifier, the better your chance of command success. So the more you can add to this modifier, the better.

Most commands only affect a single ship, although a few require sacrificing your own ship's stats to help out a friendly. For most commands, you must wait before issuing another command. Simple commands have shorter wait times, while more advanced ones require you to wait longer.

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All Factions

IFF Transponder Scramble; /iffscramble. Scrambles your ship's identity to always appear as friendly. Run this when you are under attack – but if you succeed, do not attack that same ship!

Imperial

Bomber Strike 1 through 3; /bstrike1-3. Calls for Imperial help when you have the target selected. Help only attacks your transmitted target, and will not accept updated targets. Higher success rates on this command improve the attack assets. Higher commands give larger force.

Emergency Weapons; /eweapons. Transfers some system power to weaponry for a short time. This does not increase damage, but it reduces recharge power requirements. Failure can shut down your ship's systems for a period of time.

Pump Reactor; /pumpreactor. Overcharges your reactor for extra thrust and power (but at the risk of shutting down your ship's systems). Good for dogfighting, but bad if you have to wait for your reactor to re-light.

Nebula Blast /nblast. If issued while in a nebula, triggers an area-effect explosion. Your success level affects how much damage you take yourself.

Rebel

Emergency Shields; /eshields. Transfers some system power to shields for a short time so that they charge faster, but at the cost of weapon power. Failure can shut down your ship's systems for a period of time.

In Space Repair; /inspacerepair. Calls in a freighter to repair your ship, as long as you are not under attack or flying. Pay the repair ship to get repaired. Note that your ship will decay slightly when you use this command.

Jump Start Level One; /jstart1. Uses your ship's weapon capacitor to recharge a targeted ally's shields. Capacitor must have at least 50% charge.

Jump Start Level Two; /jstart2. Same as Level One, except that half of your remaining shield power is added to the recharge power for your shields.

Jump Start Level Three; /jstart3. Same as Level One, except that 90% of your remaining shield power is added to the recharge power for your shields.

Ship System Emergency Repair; /vrepair. Transfers some operating ability from healthy systems to repair the most heavily damaged systems. Use with care when your ship is heavily damaged and you need to finish your current mission, since this risks system overload and negatively impacts the contributing systems.

Other Ship System Emergency Repair; /vrepairother. Transfers some of your ship's health to another friendly ship that has taken damage. To use this, target a friendly ship and stop next to it.

Repair and Replenishment; /inspacerr. Same as In Space Repair + Underway Replenishment – the repair ship makes repairs and delivers munitions and countermeasures.

Underway Replenishment; /inspacereload. Variant of /inspacerepair, except that a freighter re-arms your ship with countermeasures and missiles. However, they aren't as effective as the ones you originally brought.

Privateer

Emergency Thrust: /ethrust. Converts reactor power to engine speed. This makes your ship extremely fast, but it effectively shuts down your weapons and shields while you're traveling. At lower success rates, you run the risk of reduced thrust over time, as well as disabling your systems.

Pirate Trap Level One, Two; /ptrap1-2. Issues a fake freighter distress call over pirate frequencies in order to lure pirates into the region. They will attack whatever you have targeted at the time. If you're successful, they won't attack you – if you fail, they will. How many pirates arrive depends on your success rate. Level Two lures more lucrative ships.

Energy Pulse Level One, Two; /epulse1-2. Emits a powerful area-effect energy pulse that damages only enemy ships in the vicinity. However, this completely drains your weapon capacitor. Failure can wreck your own systems instead. Success with Level Two is harder, but applies more damage.

Energy Pulse Level Three; /epulse3. Like the other two previous commands, but applies additional power to the pulse by drawing on your weapon and shield power. This one also affects friendlies in the area.

Droid Commands

Droid commands execute instructions burned onto droid memory chips, which are installed in the datapad of the droid attached to your ship. Droid commands are currently executed by typing **/droidcommand <command>** into your chat window or press Ctrl A and select the command from the Droid pane.

All Factions

Mute Droid/Flight Computer. Toggles the flight droid's or flight-computer's auditory feedback mode, giving some control over how talkative and responsive they are.

Imperial

Engine Overload – One through Four. Gives your ship a speed boost, but at the cost of more power and less efficiency.

Engine Tuning – One through Four. Causes engines to consume slightly less power, but with reduced engine performance.

Engine Stabilization. Resets engines to default settings.

Weapon Overload – One through Four. Does more damage with weapons, but consumes more power per shot.

Weapon Tuning – One through Four. Does a little less weapon damage, but saves some power per shot.

Weapon Normalization. Resets all weapons to default settings.

Rebel

Shield Front Reinforcement – Light, Moderate, Heavy, Extreme. Converts some rear shield power to help reinforce front shield power (but not past maximum levels).

Shield Rear Reinforcement – Light, Moderate, Heavy, Extreme. Converts some front shield power to help reinforce rear shield power (but not past maximum levels).

Shield Front Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the front shields by reducing max charge for the rear shields.

Shield Rear Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the rear shields by reducing max charge for the front shields.

Shields Normalization. Resets shields to default settings.

Privateer

Reactor Overload – One through Four. Forces the reactor to output more power, but with the potential for random reactor damage.

Reactor Stabilization. Reset reactor back to default settings.

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GETTING YOUR FIRST SHIP

Obtaining your first ship is easy — just speak to any Imperial, Rebel or Privateer Pilot NPCs scattered throughout the galaxy (usually standing outside starports awaiting their next flights). These individuals will direct you to special trainers for their factions, who'll be more than happy to provide you with a free, ready-to-fly ship — placed directly into your datapad — in exchange for your allegiance in the conflict sweeping across the galaxy. That starter jalopy may be all well and good for the tasks your flight instructor has in store for you, but sooner or later you're going to want to upgrade to a better ship. You'll need to find a shipwright to accomplish this.

Shipwright is a player profession that specializes in constructing ship chassis (frames) and parts much in the same way an Architect builds structures, or a Weaponsmith makes weapons. You may wish to use the planetary map and look for Shipwright-owned vendors, or perhaps you have a friend who is familiar with the Space Dock (or can refer you to someone who does). More experienced pilots may even wish to custom-order a ship chassis to their specifications.

Once you manage to purchase the blueprints from a Shipwright, you're halfway to owning a brand new starship. But first, you'll have to take the blueprint to a Chassis Dealer NPC. These NPCs can be found in greater starports across the galaxy. For a fee appropriate to the quality of the starship, they'll be more than happy to use your blueprint to craft a deed for your ship. (Higher-level ships cost more credits.) Once you've got your deed, you can create the ship in your datapad the same way you might unpack a swoop or droid.

LAUNCHING FOR THE FIRST TIME

When you launch your ship (through a starship terminal), you'll automatically be placed into low orbit and near a space station corresponding to your launch point/destination. You'll use these stations to travel to any other normal space zone — and its associated planet(s) — you can even use one (a different one per faction) to enter restricted areas like Kessel. With your ship, you can travel the stars at your leisure — just remember that without a good ion engine in your ship that might end up being a very *long* joy ride. Just like on the ground, each 'system' has its boundaries, meaning it's impossible to travel from planet to planet via ordinary space flight. You *must* jump to lightspeed if you hope to escape a planet's gravitational pull. The ship you're given starting out is incapable of hyperspace travel, but your trainer will instruct you when he believes you're ready to handle interplanetary travel.

Also note that some areas can be very dangerous to enter — for example, the orbital inhabitants of Dathomir are just as dangerous as their ground counterparts. If you're an Alliance pilot, you'd do well to stay far and away from any Imperial space stations or Imperial star destroyers, and vice versa. Privateer pilots will have to watch themselves, as well. Just because the Empire and the Alliance are too busy fighting each other to notice the criminal element at work doesn't mean that local planetary governments no longer handle the responsibility of policing their own spaceways, and nothing's more humbling than a Corellian Corvette's laser batteries on your brand new paint job.

SHIPS YOU CAN FLY

You can fly a number of different ships, depending on your certifications. For stats on the various ships, see the ship list on p. 370.

SHIP TYPES

IMPERIAL	REBEL	FREELANCE
TIE Advanced	A-Wing	YT-1300 Corellian Transport (Mil. Fal.)
TIE Defender	B-Wing	Dunelizard Medium Fighter
TIE Fighter	X-Wing	Dunelizard Fighter, Style 1
TIE Interceptor	Y-Wing	Kimogila Fighter, Style 1
TIE Aggressor	Y-Wing Longprobe	Kihraxz Light Fighter, Style 1
TIE Bomber	Z95 Headhunter	Ixiyen Fast Attack Craft, Style 1
TIE Oppressor	YKL-37R Nova Courier	Rihkxyrk Attack Ship, Style 1
Decimator	ARC-170	Blacksun Vaksai
Jedi Starfighter II	Heavy X-wing	
Imp. Guard TIE Int.	Heavy Z-95	

OTHER

KFS Firespray (R.E. bonus)	Sorusuub Space Yacht (Party Barge)

SHIP CONTROLS

Mouse	Control direction
Left-click	(Left-click) Fire primary weapons
Right-click	(Right-click) Fire secondary weapon
Thumbwheel	Zoom view in/out
W, S	Increase/decrease engine speed (or use up/down arrows)
Q, E	Roll ship (or use left/right arrows)
A, D	Yaw ship (or use Numpad 1, 3)
Tab	Switch to next target
C	Target space station to land

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ABOUT YOUR SHIP

Ships that you can physically get into have several different areas and let you perform a number of tasks while inside of it. Your ship can hold up to 75 items, so you should have no problem transporting your stuff around. However, you can own only one ship that contains items — if you try to fly a second ship that still has cargo, you won't be able to. And don't worry if you get blasted away in space — you won't lose items even if your ship is destroyed.

You can give other people permission to enter your ship, very similar to how you give access permissions to other players for houses. You can control permissions to your ship and loot box through the management terminal.

To launch a ship with your friends, everyone must be in a group, and the group must be in the same area or building. You must have a ship with a capacity at least as large as your prospective group. (Many ships are single-player vessels.) The pilot (owner of the ship) then selects the Launch action, and all players are transported to the ship's interior. No one can disband from the group during the flight.

AREA 1 – PILOT STATION

To get to the pilot station, use the pilot station seat. Here, you control the ship's navigation by changing speed and direction using boosters, navigation controls, and hyperspace.

AREA 2 – OPERATIONS STATION

To get to the Operations station, use the operations station seat. This station lets you issue droid and piloting commands. You can also monitor the ship's current status here and issue commands to repair the ship.

AREA 3 – GUNNER STATION

To get to the Gunner station, use the turret ladder. This station gives you control of the turret stations. Multi-person ships have two gunner stations — one for the top of the ship and another below.

AREA 4 – PASSENGER "STATION"

Anyone who is not in the previous three stations is placed in a passenger area. While on board, they can do anything they could normally do inside of a building. Passengers can do more than just ride, however — they can serve as "deck hands" and make repairs using two different objects on board your ship:

Access Panels. Passengers can use these panels and apply repair kits to fix external components.

Plasma Conduits. Passengers can make repairs to certain components (like the engine or reactor) by using a conduit and applying a conduit repair kit. You'll need these, because if one of these components takes damage during combat, your passengers will see a hot plasma leak, and an alarm will sound. Soon, your passengers will catch on fire. They can extinguish the flames by leaving the compartment, but your component will be disabled unless it's repaired.

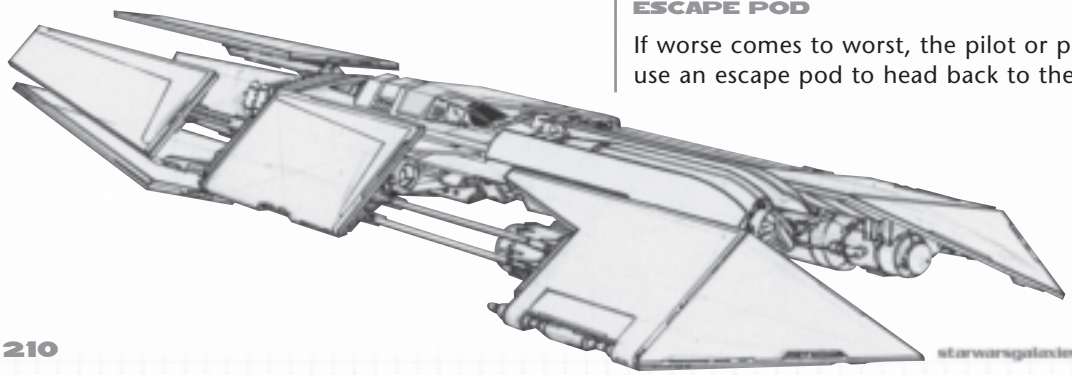
LOOT BOX

Every ship has a container called a loot box, which stores everything that is dropped by enemy ships during combat. You can control access to the loot box through administrator permissions.

Don't forget to empty your loot box before you take off — once it gets full, you can't add anything to it. It would be a shame to watch a great drop drift off into space because you forgot to sell off the loot from your prior mission.

ESCAPE POD

If worse comes to worst, the pilot or passengers can use an escape pod to head back to the launchpad.



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PRIVATEER

Flight Artistry
0 Skill Points
7,500,000 Points of
Starship Combat Experience
plus previous tier

PILOTING CERTIFICATIONS	WEAPON CERTIFICATIONS	PILOT COMMANDS	DROID CERTIFICATIONS
Exotic Vessels 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Heavy Starship Component Use** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Expert Technique** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Droid Intelligence Theory** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*
Special Warships 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**Advanced Starship Component Use** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**Advanced Technique** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**System Balance Programming** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*
Advanced Fighters 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Intermediate Starship Component Use** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Starship Defense** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Reactor Engineering Algorithms** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*
Basic Fighters 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Basic Starship Component Use** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Basic Training** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Droid Interface Basics** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*

Basic Pilot
0 Skill Points

PRIVATEER
PILOT PROFESSION

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PRIVATEER / FREELANCE PILOT

NOVICE: BASIC PILOT

0 Skill Points, No Experience Required

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Mute Droid/Flight Computer
Level 1 Ship Equipment Certification
Level 1 Astromech Certification (all ships except TIE Fighter)
Scyk Starfighter Piloting Certification

TIER 1

Basic Fighters

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Dunelizard Starfighter Piloting Certification

Basic Starship Component Use

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+65

COMMANDS & ABILITIES

Level 2 & 3 Ship Equipment Certifications

Basic Training

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Special Pilot Tactics	+20

COMMANDS & ABILITIES

Emergency Thrust

Droid Interface Basics

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Capacitor-to-Shield Shunt – One
Droid Program: Reactor Overload – One
Droid Program: Reactor Stabilization
Droid Program: Weapon Capacitor Overcharge – One
Droid Program: Weapon Capacitor Reset
Level Two Astromech Certification

TIER 2

Advanced Fighters

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Kihraxz Starfighter Piloting Certification
Kimogila Starfighter Piloting Certification

Intermediate Starship Component Use

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES

Level 4 Ship Equipment Certification
Level 5 Ship Equipment Certification

Starship Defense

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Pirate Trap Level One

Reactor Engineering Algorithms

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Capacitor-to-Shield Shunt – Two
Droid Program: Reactor Overload – Two
Droid Program: Weapon Capacitor Overcharge – Two
Level Three Astromech Certification

TIER 3

Special Warships

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ixiyen Starfighter Piloting Certification

Advanced Starship Component Use

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES

Level 6 Ship Equipment Certification
Level 7 Ship Equipment Certification

Advanced Technique

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Energy Pulse Level One
IFF Transponder Scramble

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System Balance Programming

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Capacitor-to-Shield Shunt – Three
Droid Program: Reactor Overload – Three
Droid Program: Weapon Capacitor Overcharge – Three
Level Four Astromech Certification

TIER 4

Exotic Vessels

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
ARC 170 Piloting Certification
Rihkxyrk Starfighter Piloting Certification
Grievous' Starship Piloting Certification
Jedi Starfighter Piloting Certification
Vaksai Starfighter Piloting Certification

Heavy Starship Component Use

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+15

COMMANDS & ABILITIES
Level 8 Ship Equipment Certification

Expert Technique

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Energy Pulse Level Two

Droid Intelligence Theory

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

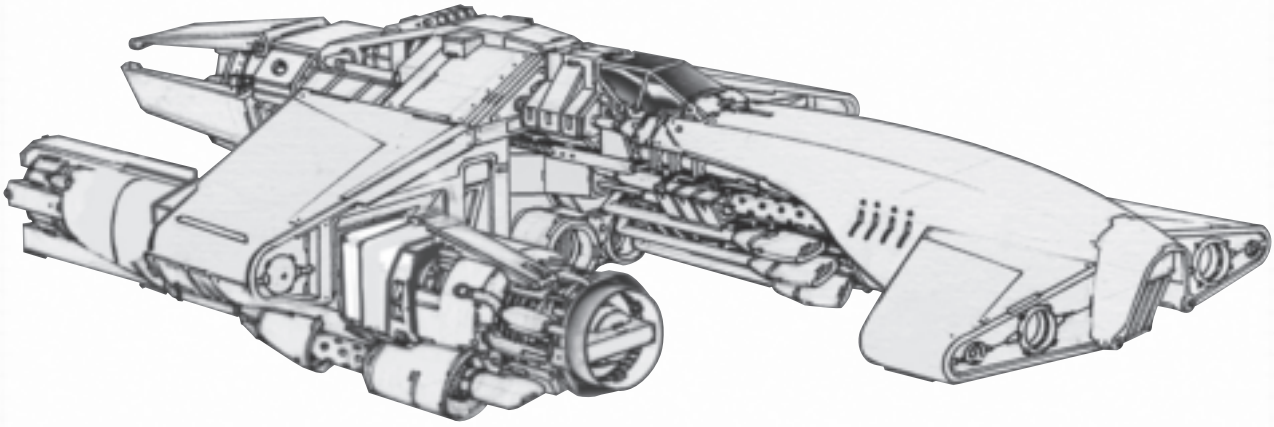
COMMANDS & ABILITIES
Droid Program: Capacitor-to-Shield Shunt – Four
Droid Program: Reactor Overload – Four
Droid Program: Weapon Capacitor Overcharge – Four
Level Five Astromech Certification

MASTER: FLIGHT ARTISTRY

0 Skill Points
7,500,000 Starship Combat Experience

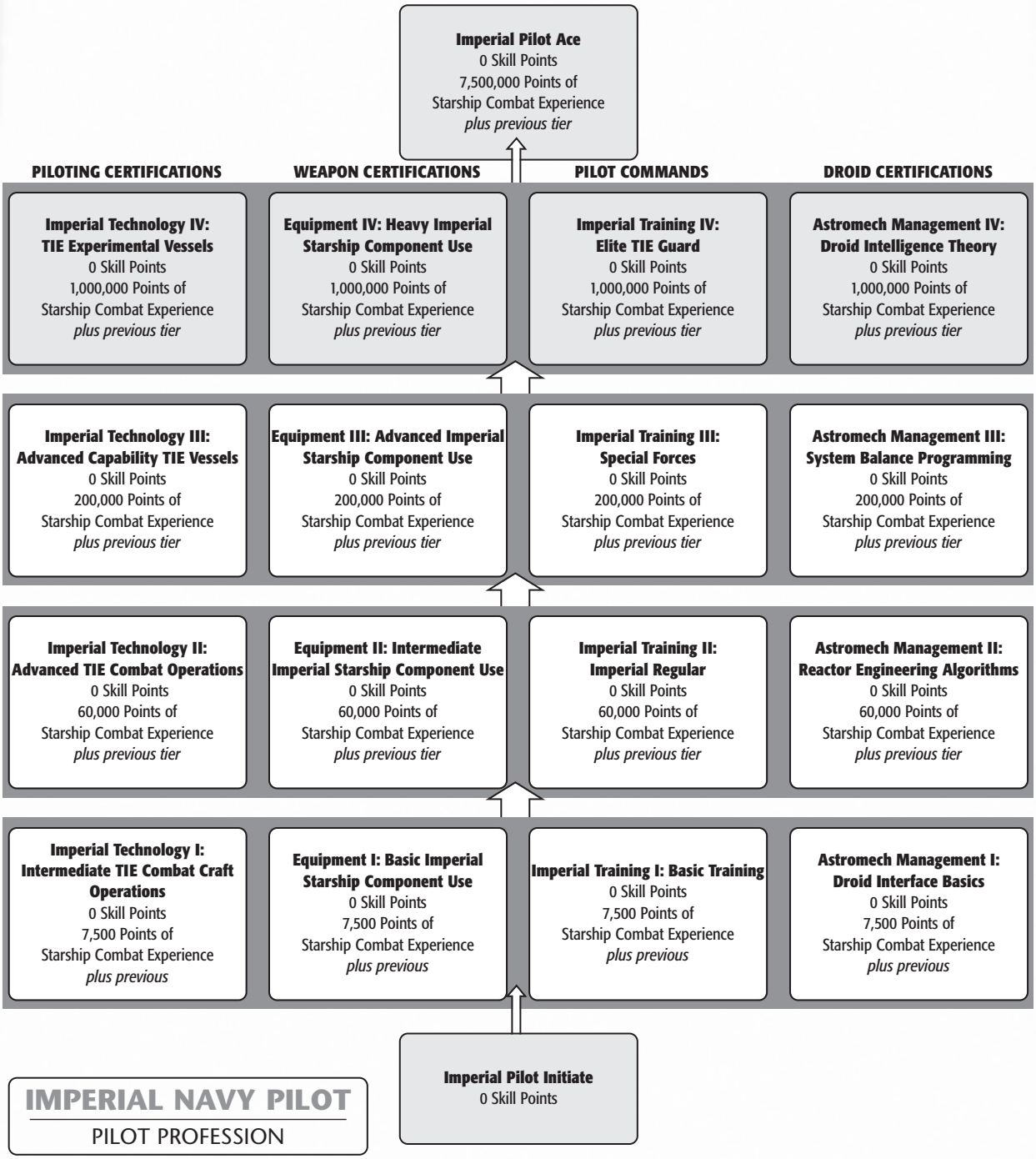
SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Energy Pulse Level Three
KSE Firespray Piloting Certification
Level 9 Ship Equipment Certification
Level 10 Ship Equipment Certification
Level Six Astromech Certification
Pirate Trap Level Two
YT-1300 Transport Piloting Certification
M22-T "Krayt" Gunship Piloting Certification
Y-8 Mining Ship Piloting Certification



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IMPERIAL NAVY PILOT



IMPERIAL NAVY PILOT

PILOT PROFESSION

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NOVICE: IMPERIAL PILOT INITIATE

0 Skill Points
No Experience Required

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Mute Droid/Flight Computer
Level 1 Ship Equipment Certification
Level 1 Astromech Droid Certification
(all ships except TIE Fighter)
TIE Fighter (Light duty) Piloting Certification

TIER 1

Imperial Technology I: Intermediate TIE Combat Craft Operations

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
TIE Fighter Piloting Certification

Equipment I: Basic Imperial Starship Component Use

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+65

COMMANDS & ABILITIES
Level 2 Ship Equipment Certification
Level 3 Ship Equipment Certification

Imperial Training I: Basic Training

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Pump Reactor

Astromech Management I: Droid Interface Basics

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
(All require Level 1 or higher Flight Computer on datapad.)
Droid Program: Engine Overload 1
Droid Program: Engine Stabilization
Droid Program: Engine Tuning 1
Droid Program: Weapon Normalization
Droid Program: Weapon Overload 1
Droid Program: Weapon Tuning 1
Level Two Astromech Certification

TIER 2

Imperial Technology II: Advanced TIE Combat Operations

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
TIE/In Fighter Piloting Certification

Equipment II: Intermediate Imperial Starship Component Use

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES
Level 4 Ship Equipment Certification
Level 5 Ship Equipment Certification

Imperial Training II: Imperial Regular

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

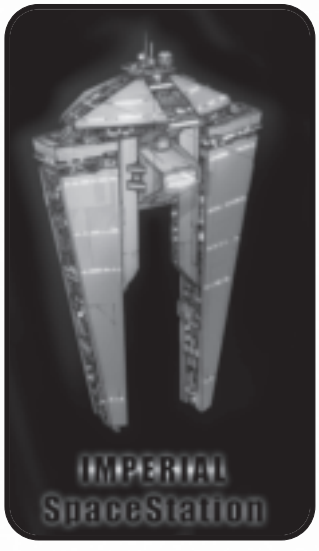
COMMANDS & ABILITIES
Emergency Weapons

Astromech Management II: Reactor Engineering Algorithms

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
(All require Level 2 or higher Flight Computer on datapad.)
Droid Program: Engine Overload 2
Droid Program: Engine Tuning 2
Droid Program: Weapon Overload 2
Droid Program: Weapon Tuning 2
Level Three Astromech Certification



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TIER 3

Imperial Technology III: Advanced Capability TIE Vessels

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
TIE Bomber Piloting Certification
TIE Interceptor Piloting Certification

Equipment III: Advanced Imperial Starship Component Use

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES
Level 6 Ship Equipment Certification
Level 7 Ship Equipment Certification

Imperial Training III: Special Forces

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Bomber Strike 1
Nebula Blast

Astromech Management III: System Balance Programming

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 3 or higher Flight Computer on datapad.)
Droid Program: Engine Overload 3
Droid Program: Engine Tuning 3
Droid Program: Weapon Overload 3
Droid Program: Weapon Tuning 3
Level Four Astromech Certification

TIER 4

Imperial Technology IV: TIE Experimental Vessels

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
ARC 170 Piloting Certification
Grievous' Starship Piloting Certification
Imperial Guard TIE Interceptor Piloting Certification
Jedi Starfighter Piloting Certification
TIE Advance Piloting Certification
TIE Aggressor Piloting Certification

Equipment IV: Heavy Imperial Starship Component Use

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+15

COMMANDS & ABILITIES
Level 8 Ship Equipment Certification

Imperial Training IV: Elite TIE Guard

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Bomber Strike 2

Astromech Management IV: Droid Intelligence Theory

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 4 or higher Flight Computer on datapad.)
Droid Program: Engine Overload 4
Droid Program: Engine Tuning 4
Droid Program: Weapon Overload 4
Droid Program: Weapon Tuning 4
Level Five Astromech Certification

MASTER: IMPERIAL PILOT ACE

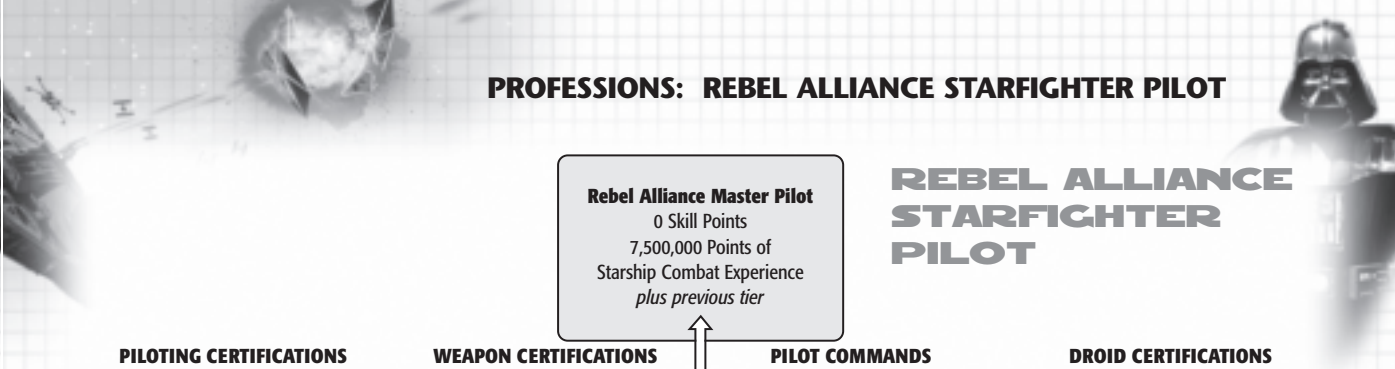
0 Skill Points
7,500,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Bomber Strike 3
KSE Firespray Piloting Certification
Level 9 Ship Equipment Certification
Level 10 Ship Equipment Certification
Level Six Astromech Certification
TIE Oppressor Piloting Certification
VT-49/Decimator Piloting Certification
Y-8 Mining Ship Piloting Certification



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REBEL ALLIANCE STARFIGHTER PILOT

Rebel Alliance Master Pilot
0 Skill Points
7,500,000 Points of Starship Combat Experience
plus previous tier

PILOTING CERTIFICATIONS	WEAPON CERTIFICATIONS	PILOT COMMANDS	DROID CERTIFICATIONS
Hyper-Maneuverable Starfighters 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Equipment D: Heavy Alliance Starship Component Use** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Special Weapons and Tactics** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*	**Droid Intelligence Theory** 0 Skill Points 1,000,000 Points of Starship Combat Experience *plus previous tier*
Space Superiority Starfighters 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**Equipment C: Advanced Alliance Starship Component Use** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**Advanced Space Combat** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*	**System Balance Programming** 0 Skill Points 200,000 Points of Starship Combat Experience *plus previous tier*
Multi-Role Craft 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Equipment B: Intermediate Alliance Starship Component Use** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Space Combat Techniques** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*	**Reactor Engineering Algorithms** 0 Skill Points 60,000 Points of Starship Combat Experience *plus previous tier*
Basic Starfighter Continuation Training 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Equipment A: Basic Alliance Starship Component Use** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Starfighter Survival Tactics** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*	**Droid Interface Basics** 0 Skill Points 7,500 Points of Starship Combat Experience *plus previous*

Alliance Starfighter Trainee
0 Skill Points

REBEL ALLIANCE PILOT
PILOT PROFESSION

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REBEL ALLIANCE STARFIGHTER PILOT

NOVICE: ALLIANCE STARFIGHTER TRAINEE

0 Skill Points
No Experience Required

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Mute Droid/Flight Computer
Level 1 Ship Equipment Certification
Level 1 Astromech Droid Certification
(all ships except TIE Fighter)
Z-95 Headhunter Piloting Certification

TIER 1

Basic Starfighter Continuation Training

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Y-Wing Piloting Certification

Equipment A: Basic Alliance Starship Component Use

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+65

COMMANDS & ABILITIES
Level 2 Ship Equipment Certification
Level 3 Ship Equipment Certification

Starfighter Survival Tactics

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
IFF Transponder Scramble
Jump Start Level One

Droid Interface Basics

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Shield Front Adjust – Light
Droid Program: Shield Front Reinforcement – Light
Droid Program: Shield Rear Adjust – Light
Droid Program: Shield Rear Reinforcement – Light
Droid Program: Shields Normalization - Light
Level Two Astromech Certification

TIER 2

Multi-Role Craft

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Y-Wing 'LongProbe' Piloting Certification

Equipment B: Intermediate Alliance Starship Component Use

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES
Level 4 Ship Equipment Certification
Level 5 Ship Equipment Certification

Space Combat Techniques

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

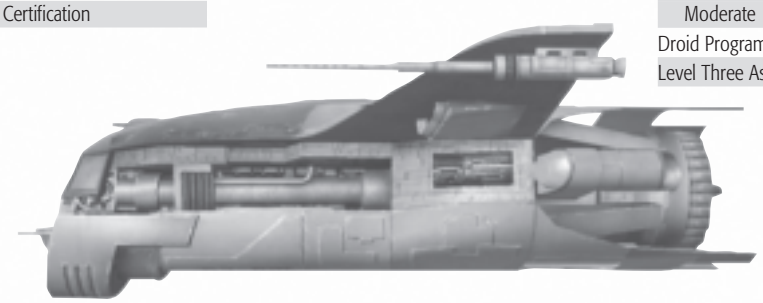
COMMANDS & ABILITIES
Emergency Shields
Ship System Emergency Repair

Reactor Engineering Algorithms

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Shield Front Adjust – Moderate
Droid Program: Shield Front Reinforcement – Moderate
Droid Program: Shield Rear Adjust – Moderate
Droid Program: Shield Rear Reinforcement – Moderate
Droid Program: Shields Normalization - Moderate
Level Three Astromech Certification



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TIER 3

Space Superiority Starfighters

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
X-Wing Piloting Certification

Equipment C: Advanced Alliance Starship Component Use

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES
Level 6 Ship Equipment Certification
Level 7 Ship Equipment Certification

Advanced Space Combat

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
In Space Repair
Jump Start Level Two

System Balance Programming

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
Droid Program: Shield Front Adjust – Heavy
Droid Program: Shield Front Reinforcement – Heavy
Droid Program: Shield Rear Adjust – Heavy
Droid Program: Shield Rear Reinforcement – Heavy
Droid Program: Shields Normalization - Heavy
Level Four Astromech Certification

TIER 4

Hyper-Maneuverable Starfighters

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES
A-Wing Piloting Certification
Advanced X-wing Piloting Certification
ARC 170 Piloting Certification
Grievous' Starship Piloting Certification
Jedi Starfighter Piloting Certification

Equipment D: Heavy Alliance Starship Component Use

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching	+15

COMMANDS & ABILITIES
Level 8 Ship Equipment Certification

Special Weapons and Tactics

0 Skill Points
1,000,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
Other Ship System Emergency Repair
Underway Replenishment

Droid Intelligence Theory

0 Skill Points
1,000,000 Starship Combat Experience

NO SKILL MODS

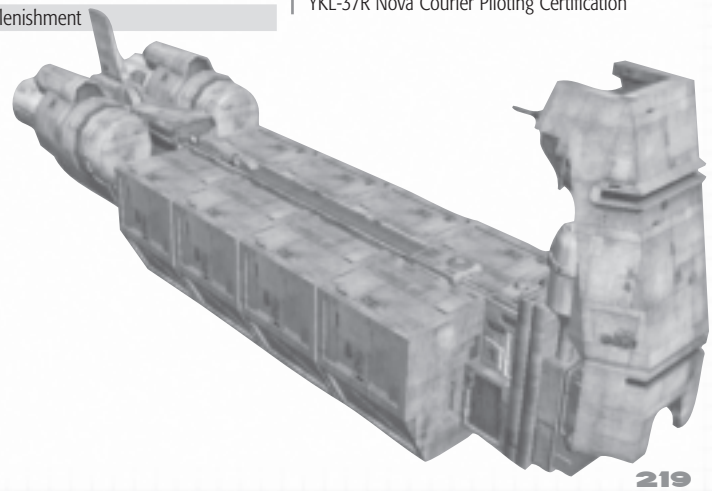
COMMANDS & ABILITIES
Droid Program: Shield Front Adjust – Extreme
Droid Program: Shield Front Reinforcement – Extreme
Droid Program: Shield Rear Adjust – Extreme
Droid Program: Shield Rear Reinforcement – Extreme
Droid Program: Shields Normalization - Extreme
Droid Program: Shield Emergency Front
Droid Program: Shield Emergency Rear
Level Five Astromech Certification

MASTER: REBEL ALLIANCE MASTER PILOT

0 Skill Points
7,500,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES
B-Wing Piloting Certification
Jump Start Level Three
KSE Firespray Piloting Certification
Level 9 Ship Equipment Certification
Level 10 Ship Equipment Certification
Level Six Astromech Certification
Repair and Replenishment
Y-8 Mining Ship Piloting Certification
YKL-37R Nova Courier Piloting Certification



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POLITICIAN

Politician is a unique profession, giving players the opportunity to run and manage their own city. As a profession with no prerequisites (but not a starting profession, per se), any adventurer with the free time can begin the life of a Politician.

Once you choose to follow the route of the Politician, the next step is to place a City Hall. Limited by location so city zones do not overlap, every Politician needs to ensure a steady, ongoing population for the survival of the city. Ten citizens is the minimum amount required to run a city. The size of the city determines which structures may be placed within the city.

Advancing in any of the four branches of the profession requires Politician experience, which is gained through elections that are held at the City Hall. The more votes you receive to win an election, the more experience points you are awarded. (Note: An election is conducted every update period — about one week — from when the city is first founded. This is also the time taxes are collected from the players!) Each of the four branches offers a unique advantage over the others in terms of benefits for a player-run city. A thriving metropolis will, of course, require mastery of all the branches so that the citizens of the city can experience all the advantages of being in a player-run community.

The elected mayor, with the appropriate levels in the branches of the profession, can place the buildings most crucial to a city's survival — civic structures. In addition, the mayor may also place mission terminals, trainers, and decorations. Decorations can be important to a mayor as he or she attempts to entice passers-by into becoming citizens.

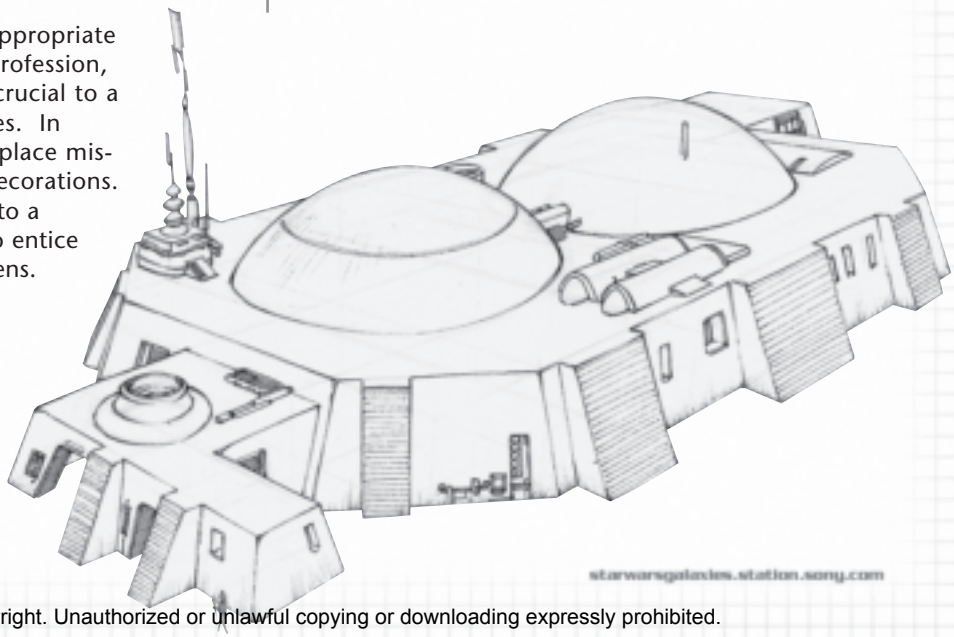
NOTE

To become a citizen, a player must place a house and declare his or her residence. A player may be a citizen in only one city at a time.

Taxes and militia are other mayoral responsibilities and are important elements in a player's decision as to where to call home. Split up in to four categories, the mayor may require a property tax, citizen tax, sales tax, and travel tax of his or her citizens. The mayor may also appoint citizens to the city militia, which has the power to ban unruly players from entering civic structures or make them attackable within city limits.

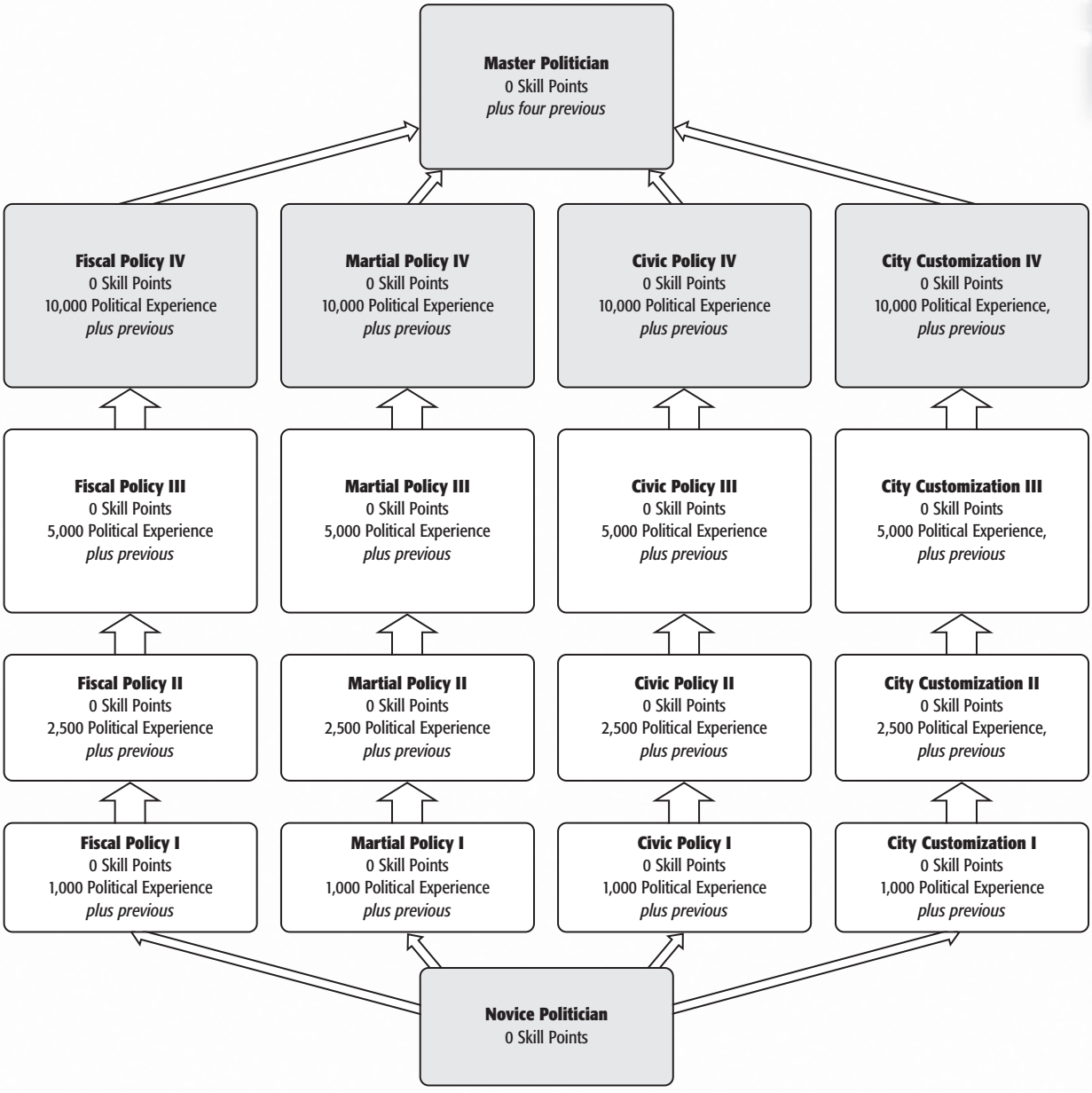
Another unique benefit of the Politician profession is to provide a city specialization. This specialization, in exchange for a weekly credit cost, provides important benefits to the city's inhabitants.

Using all of these abilities wisely, the Politician can create a powerful city that players will fight over for citizenship rights. With no prerequisites, this profession can be an excellent addition to anyone's skill tree, allowing every player the unique opportunity to enter politics.



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THE POLITICIAN SKILL TREE



POLITICIAN

STARTING PROFESSION

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Novice Politician

0 Skill Points

The Novice Politician has the ability to place and administrate player cities and run for elections. This is the starting point in a career of mayoral power building.

NO SKILL MODS

COMMANDS & ABILITIES

Grant Zoning Rights

Manage Taxes

Place City Hall

Fiscal Policy I

0 Skill Points

1,000 Political Experience

This skill allows you to register a city on the planetary map, as well as civic buildings. All civic buildings registered are accessible on the map and by the **/find** command.

NO SKILL MODS

COMMANDS & ABILITIES

Register City

Fiscal Policy II

0 Skill Points

2,500 Political Experience

Using this skill helps you increase the economic health of your city by giving you banks and shuttleports. You can then levy travel taxes at the shuttleport, using the city management terminal.

NO SKILL MODS

COMMANDS & ABILITIES

Place Bank

Place Shuttleport

Fiscal Policy III

0 Skill Points

5,000 Political Experience

This skill lets you designate your city as a manufacturing center, increasing crafters' odds of a successful prototype assembly by 10%.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Manufacturing Center

Fiscal Policy IV

0 Skill Points

10,000 Political Experience

This skill designates your city as a research center, which gives a 15% final boost to all experimentation attempts within the city limits.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Research Center

Martial Policy I

0 Skill Points

1,000 Political Experience

This skill gives you the ability to form a militia for your player city. You can manage this group via the city management terminal, and your militia members can use **/cityban** (prevents use of public services) and **/grantZoningRights** (grants use of land zones).

NO SKILL MODS

COMMANDS & ABILITIES

Manage Militia

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Martial Policy II

0 Skill Points
2,500 Political Experience

This skill lets you place a cloning facility and specialize your city in cloning, which reduces the cost of cloning insurance by 20%.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Clone Lab
Place Cloning

Martial Policy III

0 Skill Points
5,000 Political Experience

This skill turns your city into a stronghold in which all militia members are awarded a large defense bonus against attacks from enemy players (50 per each defense roll).

NO SKILL MODS

COMMANDS & ABILITIES

Manage Militia
City Specialization: Stronghold

Martial Policy IV

0 Skill Points
10,000 Political Experience

You can use the **/installMissionTerminal** command to set up faction-specific mission terminals.

NO SKILL MODS

COMMANDS & ABILITIES

Place Faction Terminal

Civic Policy I

0 Skill Points
1,000 Political Experience

This skill lets you install mission terminals in your city (up to three per city rank).

NO SKILL MODS

COMMANDS & ABILITIES

Install Mission Terminal

Civic Policy II

0 Skill Points
2,500 Political Experience

Using this skill, you can add skill trainers to your city (up to 3 per city rank).

NO SKILL MODS

COMMANDS & ABILITIES

Place City Garage
Recruit Skill Trainer

Civic Policy III

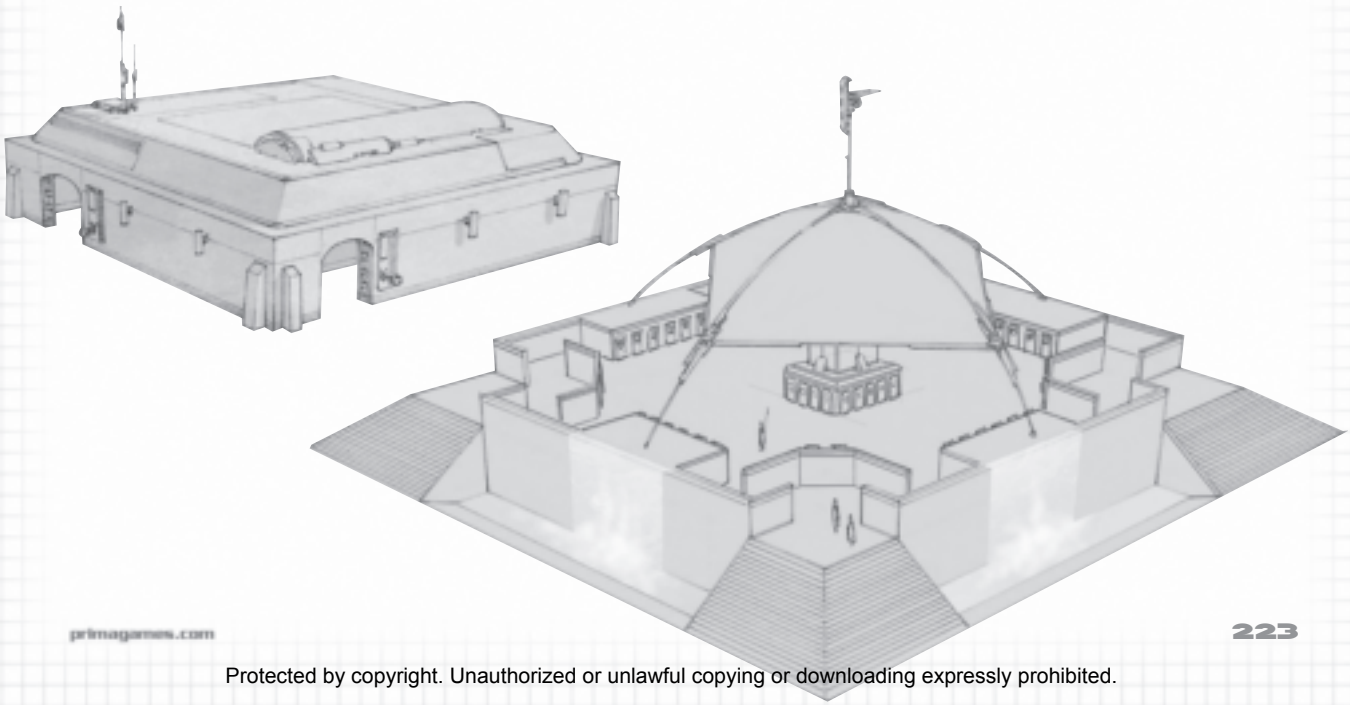
0 Skill Points
5,000 Political Experience

This skill gives your city a reputation as center of healing – either by focusing on medicine or entertainment. Each type of healing gets a 10% boosts when you apply this skill in your medical center or entertainment district.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Entertainment District
City Specialization: Medical Center



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Civic Policy IV

0 Skill Points
10,000 Political Experience

You can use this skill to provide further specializations for your city — an improved job market (15% increase in rewards) and sample richness (20% size bonus and 10% extraction skill boost when using surveying equipment).

NO SKILL MODS

COMMANDS & ABILITIES
City Specialization: Improved Job Market
City Specialization: Sample Rich

City Customization I

0 Skill Points
1,000 Political Experience

This skill lets you decorate your city with statues and street lights.

NO SKILL MODS

COMMANDS & ABILITIES
Place Statue
Place Streetlamp

City Customization II

0 Skill Points
2,500 Political Experience

This skill lets you decorate your city with fountains.

NO SKILL MODS

COMMANDS & ABILITIES
Place Fountain

City Customization III

0 Skill Points
5,000 Political Experience

This skill lets you decorate your city with small or mid-sized gardens.

NO SKILL MODS

COMMANDS & ABILITIES
Place Small Garden
Place Medium Garden

City Customization IV

0 Skill Points
10,000 Political Experience

This skill lets you decorate your city with gardens that are bigger and more exotic.

NO SKILL MODS

COMMANDS & ABILITIES
Place Large Garden
Place Exotic Garden

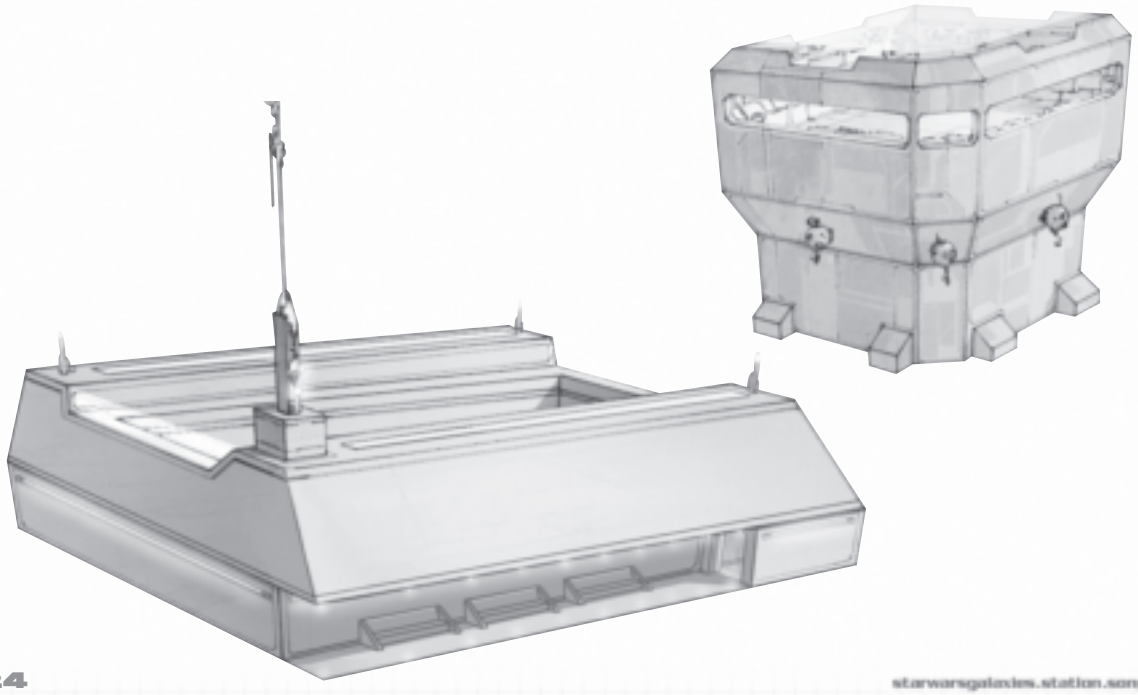
Master Politician

0 Skill Points

A Master Politician has learned the techniques of planning, building and maintaining a player city.

NO SKILL MODS

NO COMMANDS & ABILITIES



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THE ELITE PROFESSIONS

The Elite professions are the first set of second-tier careers. Each is derived from a single starting profession. Some of the Elites can be reached from a single branch of a starting profession, while others require mastery of all the skills of the tree.

ARCHITECT

"Mudhole? Slimy?
My home this is!!"

Derived from: Artisan, p. 174.

Though many adventurers pride themselves on being able to sleep on nothing but a bedroll under the stars, eventually everyone finds the need to establish roots, mine the surface, or mass produce goods. The Architect helps make this happen.

The Architect designs buildings players live in, power generators that run them, the mines, the harvesters, the factories and the Player Association buildings, and all structures necessary for a Player City. They can also design hundreds of unique pieces of furniture. As an Architect's skills increase, so do the size and complexity of the buildings. The most advanced Architect can construct multi-level homes, tremendously effective harvesters, and all city furnishings in the specific architectural style of a given planet. Architects usually help found entire communities and are a necessity for players looking to establish their own city.

The resource requirements for architect are among the most lenient within the game, as far as specific named resources are concerned. Quantity, however, is another matter entirely. Whereas weapons, armor, droids, and such require 10 or 15 units of specific named resources per item or component, architect will require thousands upon thousands of resources for both the components and finished products. The only exception to this would be an architect who focuses primarily on furniture. Woods, hides, various named types of metals, and such are the main ingredients for most types of furniture. On the other hand, an architect who chooses to produce structures, harvesters, or city buildings will need to amass large quantities of ore and steel. Either way, the quickest path to Master Architect requires that you collect about 600k of any ore, 250k of gemstone, and around 20k of some type of metal before you begin. At the novice level it's best to grind crafting stations, under the furniture subset of your crafting tool. They require around 3k of metal and will allow you to reach Construction 1 in no time. Once you hit Construction 1, it's around 4 more hours of crafting Gungan Head Statues to Master Architect. Among the crafting professions, Architect is by far the fastest to reach mastery. And while the resources needed to build these massive structures are intensive, pooling resources amongst your friends or guildmates leads to larger houses and, in turn, larger communities. The Architect's buildings are highly sought-after items: some for their usefulness, some for security, and some just for vanity.

Becoming a Novice requires mastery only of the engineering discipline of the Artisan skill tree. Mastering the Architect profession takes a bit of patience, very little time, and just a small amount of help from others. Within ***Star Wars* Galaxies**, being an Architect is one of the most enjoyable, rewarding, and lucrative crafting professions to undertake.

-Jeff Sanders & Blake Bouillion

Novice Architect

6 Skill Points

33,000 General Crafting Experience

Architects can design and craft a wide variety of buildings, including houses, guildhalls and resource harvesters.

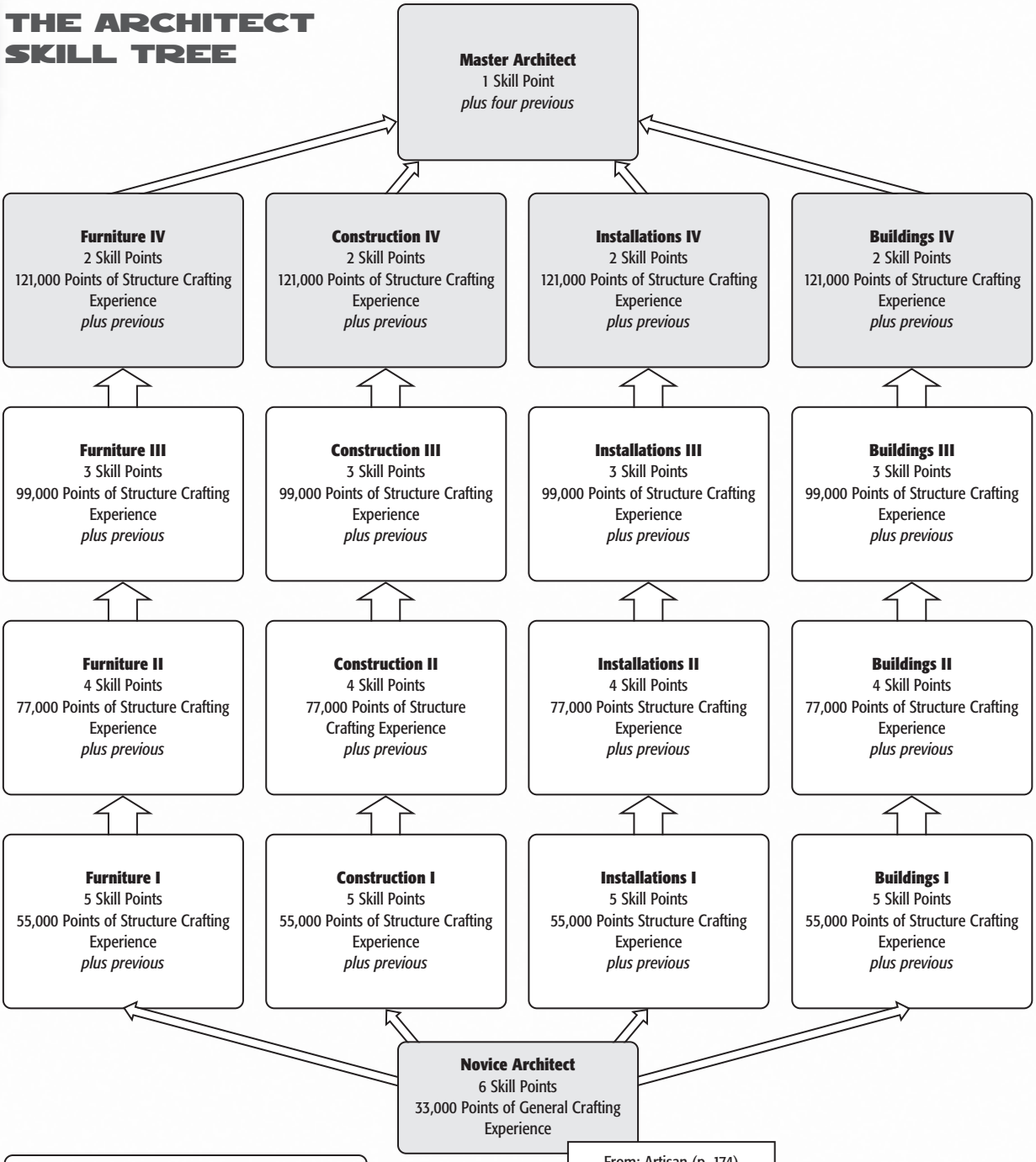
SKILL MODS	VALUE
Structure Assembly	+20
Structure Experimentation	+20

COMMANDS & ABILITIES

- Armoire
- Bookcase
- Chest
- Clothing and Armor Crafting Station
- Couch
- Deed: Equipment Factory
- Deed: Moisture Vaporator
- Deed: Small Corellia House
- Deed: Small Corellia House (Floorplan 2)
- Deed: Small Naboo House
- Deed: Small Tatooine House
- Fluidic Drilling Pump Unit
- Food and Chemical Crafting Station
- Generator Turbine
- Harvester Mechanism
- Large Potted Plant, Style One
- Light Ore Mining Unit
- Light Power Core Unit
- Love Seat
- Manufacturing Mechanism
- Ore Mining Unit
- Potted Tree, Style One
- Small Potted Plant, Style One
- Small Structure Storage Module
- Starship Crafting Station
- Structural Module
- Structure and Furniture Crafting Station
- Torch
- Wall Module
- Weapon, Droid, and General Item Crafting Station

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THE ARCHITECT SKILL TREE



From: Artisan (p. 174)

ARCHITECT

ELITE PROFESSION

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Furniture I

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Furniture gives you access to new types of home decoration schematics.

SKILL MODS	VALUE
Structure Assembly	+10

COMMANDS & ABILITIES

- Café Table
- Chair
- Cheap Café Table
- Divan
- End Table
- Futon
- Kitchen Chair
- Love Seat
- Metal Chair
- Ottoman
- Small Table
- Squared Metal Chair
- Tool Chest

Furniture II

4 Skill Points

77,000 Structure Crafting Experience

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

- Armoire
- Bookcase
- Cabinet
- Café Chair
- Candle 'Bestine'
- Candle 'Coronet'
- Candle 'Dearic'
- Candle 'Theed'
- Candle 'Restuss'
- Desk Lamp 'Bantha'
- Desk Lamp 'Rancor'
- Droid Detection Device
- Free-standing Lamp 'Azeron'
- Free-standing Lamp 'Blueleaf'
- Free-standing Lamp 'Razorcoil'
- Free-standing Lamp 'Tallbirch'
- Large Couch
- Love Seat
- Reclining Chair
- Small Bed
- Small Couch
- Table-top Lamp
- Table-top Lamp 'Corellia'
- Table-top Lamp 'Coruscant'
- Table-top Lamp 'Naboo'
- Table-top Lamp 'Tatooine'
- Toolchest
- Upholstered Chair
- Wooden Chair

Furniture III

3 Skill Points

99,000 Structure Crafting Experience

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

- Ballot Box Terminal
- Chair
- Chest
- Couch
- Data Terminal
- Large Bed

Furniture IV

2 Skill Points

121,000 Structure Crafting Experience

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

- Café Table
- Data Terminal
- Dining Table
- End Table
- Small Modern End Table
- Sofa Chair
- Table

Construction I

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+10

COMMANDS & ABILITIES

- Deed: Corellia Bank
- Deed: Merchant Tent
- Deed: Naboo Bank
- Deed: Tatooine Bank
- Gungan head Statue
- Street Lamp

Construction II

4 Skill Points

77,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

- Deed: Corellia Cloning Facility
- Deed: Corellia Shuttleport
- Deed: Naboo Cloning Facility
- Deed: Naboo Shuttleport
- Deed: Small Garden
- Deed: Tatooine Cloning Facility
- Deed: Tatooine Shuttleport
- Fountain

Construction III

3 Skill Points

99,000 Structure Crafting Experience

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

- Deed: Corellia Cantina
- Deed: Corellia Garage
- Deed: Corellia Hospital
- Deed: Corellia Theater
- Deed: Medium Garden
- Deed: Naboo Cantina
- Deed: Naboo Garage
- Deed: Naboo Hospital
- Deed: Naboo Theater
- Deed: Tatooine Cantina
- Deed: Tatooine Garage
- Deed: Tatooine Hospital
- Deed: Tatooine Theater

Construction IV

2 Skill Points

121,000 Structure Crafting Experience

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

- Deed: Corellia City Hall
- Deed: Naboo City Hall
- Deed: Tatooine City Hall
- Deed: Large Garden

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Installations I

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Installations gives the player access to new types of non-home structure schematics.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Wearables Factory
Deed: Food Factory
Deed: Structure Factory

Installations II

4 Skill Points

77,000 Structure Crafting Experience

SKILL MODS	VALUE
None	

COMMANDS & ABILITIES

Deed: Mineral Mining Installation
Deed: Solar Power Generator
Deed: Natural Gas Processor
Deed: Chemical Extractor
Heavy Harvesting Mechanism
Turbo Fluidic Drilling Pump Unit

Installations III

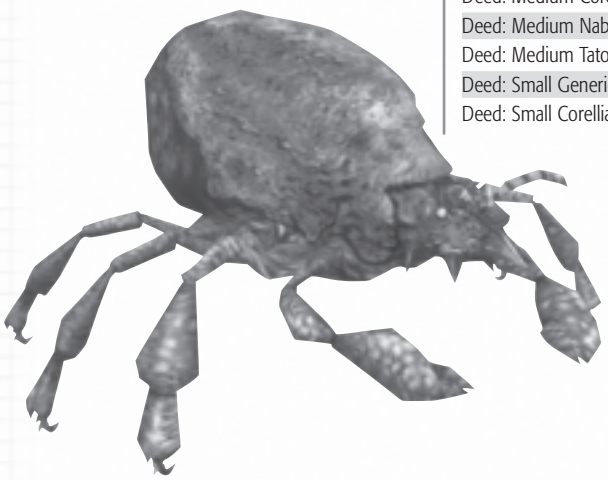
3 Skill Points

99,000 Structure Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Automated Flora Farm
Deed: Deep Crust Chemical Extractor



Installations IV

2 Skill Points

121,000 Structure Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Fusion Power Generator
Deed: Heavy Mineral Mining Installation
Deed: Heavy Natural Gas Processor
Deed: High Capacity Flora Farm
Deed: High Efficiency Moisture Vaporator

Buildings I

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Building gives the player access to new types of homes and structures.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Small Corellia House (Style 2)
Deed: Small Corellia House (Style 2, Floorplan 2)
Deed: Small Generic Planet House
Deed: Small Generic Planet House (Floorplan 2)
Deed: Small Naboo House (Style 2)
Deed: Small Tatooine House (Style 2)
Power Core Unit
Structure Storage Module

Buildings II

4 Skill Points

77,000 Structure Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Medium Corellia House
Deed: Medium Naboo House
Deed: Medium Tatooine House
Deed: Small Generic Planet House (Style 2)
Deed: Small Corellia House (Style 2, Floorplan 2)

Buildings III

3 Skill Points

99,000 Structure Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Large Corellia House
Deed: Large Naboo House
Deed: Large Tatooine House
Deed: Medium Generic Planet House

Building IV

2 Skill Points

121,000 Structure Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Medium Generic Planet House (Style 2)
Deed: Large Corellia House (Style 2)
Deed: Large Generic Planet House
Deed: Large Generic Planet House (Style 2)

Master Architect

1 Skill Point

The Master Architect is able to create a wide range of structures for any want or need.

SKILL MODS	VALUE
Structure Assembly	+10
Structure Experimentation	+10

COMMANDS & ABILITIES

Armoire
Bookcase
Café Table
Chair
Chest
Couch
Deed: Corellian Guild Hall
Deed: Dantooine Meditation Area (Garden)
Deed: Dathomir Obelisk (Garden)
Deed: Endor Huts (Garden)
Deed: Generic Planet Guild Hall
Deed: Naboo Guild Hall
Deed: Tatooine Guild Hall
End Table
Love Seat

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ARMORSMITH

"That armor's too strong for blasters."

Derived from: Artisan, p. 174.

The Armorsmith in ***Star Wars* Galaxies** is a fun and unique class to play. In playing an Armorsmith you're not locked into one job. Yes, you can make armor all day long ... or you can specialize and become a unique smith, providing what others do not. Yes, you can create armor, but there are many different types of Armorsmith possible:

General Armorsmith. Someone who does it all

Merchant Smith. Someone who has merchant training and many types of vendors all carrying their own equipment (and selling things for other players).

Shield Smith. Someone who specializes in four different types of personal shield generator.

Supply Smith. Someone who supplies other large merchants with armor. These Armorsmiths don't tend to make individual custom suits, but instead supply crates and crates of the same type of armor for other players to sell.

Cranky, Custom Armor Designer. Someone who doesn't make armor for just anyone. You go to this Armorsmith to get exactly the type you want.

Trophy Armorsmith. Someone who crafts items from creature trophies.

Any way you go, your Armorsmith is dependent on a couple of other classes for material components before he or she can make armor. The first friend you should make is a Tailor. You'll spend a large amount of time procuring synthetic cloth and reinforced fiber panels from the said tailor, as each armor schematic usually requires one to three of each component. The second necessary class is that of the Artisan, who makes PSG (Personal Shield Generator) components. If you don't make shields, or don't like to make them, chances are you won't have much to do with the Master Artisan – but the Tailor is still a necessity.

Here are a couple of notes on how to play an Armorsmith before we delve into trees and what skills to learn first.

- An Armorsmith requires 3 mineral statistics to use in their armors, Overall Quality and Shock Resistance, and to a lesser degree, Malleability (which controls HAM costs of armor). It's a good bet to look for ingredients with an over 1500 rating (Overall Quality + Shock Resistance) whenever you're out looking.
- There are 3 categories of experimentation on armor:

  Durability. Durability controls the armor's Health, Action and Mind (HAM) Values. Usually you can get a few points reduction with each experimental point spent.

  Quality. The quality value controls the regular effectiveness of armor protection. Each armor type has 3 values — Special Protections (usually higher then the other types), Effectives (normal protections and vulnerabilities). The quality experimental area will increase armor effectives (regular protective values).

  Resistance. The Resistance Experimental bar controls the armor's special protections.

- You'll want to keep an eye out for most of the special ingredients that are used in your trade long before you actually plan on using them. The reason for this is simple economics: get the mineral now for free from your harvesters or cheaply from a friend, or pay through the nose later when others realize that this mineral type has suddenly become valuable.
- Recommended Minerals to look for are as follows: Berrylus Copper, Neutronium Steel, KNOWN Solid Fuel, Axidite Iron, any Intrusive ore, Colat Iron, Vertex Gemstone. There are quite a few that you should keep an eye out for. Generally, if it's used in Armorsmithing, you'll want to get some of it.

TIP

You can use factories as storage. Granted, they only store 100 items, but it's cheaper than a house. Just remember to pay maintenance fees, or you'll lose everything.

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TIP

You can also use your merchant as storage, but remember that Items left in the stockroom are deleted after seven days. This can be a costly lesson to learn.

When working on the Armorsmith and trying to climb the profession tree, you have a couple of options. If you're just trying to grind the class out and finish it as quickly as possible, a good crafting macro is available at

http://starwarsgalaxies.station.sony.com/

in the Armorsmith forums that will get you through Armorsmith fairly quickly. If you're planning on enjoying the class, check out these tips:

- In the beginning, try sticking with Mabari armor. It's light, fairly easy to make, and won't take up much of your time. You won't get much for it at the start of your career (as it won't be a very good armor) but it will be sellable on the bazaar. Granted, you'll probably lose money until you can get the experimental branch of armor crafting up a few levels. But ironically, you'll make good solid Experimented Mabari for most of your Armorsmith career. It's in demand by Teräs Käsi Artists, and almost every class can wear it without having to get special buffs.
- After you've maxed out the experimental line, you'll want to work on personal armors. This line gives you graduated lines of armor like Tantel, Chitin Ubese, and Padded. (But, demand is lower for Tantel and Padded, so you won't make much of it.) Padded is the most colorful armor you can make, with about 255 colors available for each piece. Chitin is the least, with about 9 colors available. The other armors fall in between the two values.
- It's important to note that most armor comes in three levels and three categories: Battle, Reconnaissance and Assault.

After you've reached your peak on armor designs, you have a choice of which tree to experiment with next.

- Layers give you the ability to make and place layers in your armor. Layers themselves provide special armor protections. The layers will also boost the regular effectiveness of armor — but with the disadvantage of making the armor heavier and harder to wear. While this might sound really great, layers often require specialized ingredients and require a factory for production.
- Or, you could go for Personal Shield Generators (PSGs). These are handy little devices that block certain types of incoming damage to the wearer and take up a belt slot. Some shields have as high as 52% energy protection – a must-have if you're going to be involved in a blaster fight.
- A warning though — you won't actually get to make shields until you learn the second box in the shield tree. At that point, you'll get to make PSG Mark 1s that have around a 9% protective value (average). At step 2, you'll get Mark 2s that ring in around 20% and finally, at step 3, you get Mark 3s, which are the hefty workhorses of the shield industry. They have about 40% energy with about 20% effectiveness to everything else. The disadvantage to shields is that it requires a high amount of components to make one single shield – and a good chunk of time to make one (2 minutes recycle time in hand crafting, and 6 minutes in a factory)

HITTING MASTER

Congratulations — you've finally become a Master Armorsmith! You can now make Advanced Composite, which is probably what you're going to be making for the rest of your character's life. Once you've gotten here, it's time to perfect your trade and make the best armor that you possibly can, as you will have the maximum amount of class-generated experimental points possible.

TIP

You can buy/find clothing attachments and armor attachments that can give you additional bonuses to armor experimentation points. For every +10 points, you'll get an additional experimental point to craft with. This maxes out at +25 to experiment, giving you an extra 2 points. This alone will set you ahead of the pack.

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TIP

Clothing attachments and armor attachments **do NOT stack**. *This means if you have +1 armor experiment gloves and you want to add another +1 armor experiment armor attachment, the armor will still take it. However, the new value will still be +1. You'll have to put the clothing attachment or armor attachment (CA and AA respectively) in another position. (Or, shoot for the moon and get one +25 item.)*

SUGGESTIONS FROM A MASTER TO A MASTER

Consider taking up a complementary class to help your craft. Yes, you can be the rugged Fighting Armorsmith, but then you'll have to buy all your components. You can try getting Master Scout so you can harvest your own animal products (especially with doctors driving the prices of organics through the roof). Even if you are not looking for materials, you can often make a fair bit of cash just from scouting alone.

Other solid combinations for Armorsmith include Tailor, Merchant and Master Artisan. It's up to you to decide how dependent you want to be upon another class.

TIP

You get your first vendor at Artisan: Business 3. Otherwise you'll need someone to vendor items for you.

Get used to not having a well-decorated house. Chances are you'll have multiple factories and use housing primarily for storage. We recommend any generic medium house that takes up two lots. This will yield 150 storage spots (as houses are limited to 250 items apiece). A large, six-lot house may look flashy, but it leaves you in bind storage-wise.

RANDOM TIDBITS

- Imperial PSGs are an Imperial quest only. The quest is rumored to start somewhere on Dantooine and will let you create either five shields or five shield schematics from a master plan.
- The Armorsmith Epic quest is very long and very painful. If you're going to start it, be dedicated to the end. It requires one common, two rare and one ultra-rare monster drop to complete. It's called Reinforced Insulated Suit (**RIS**). If you can make a steady supply of these, your monetary woes will be over for good.
- Consider hiring a barker (someone to advertise for you) unless you have a lot of time and can do it yourself. It's easier to toss some change or a suit of lower-level armor to a new player and get them to advertise your shop for an hour or so than to stand around and be driven to distraction at a starport. There's a chance that they won't do anything, but what goes around usually comes around in ***Star Wars* Galaxies**.
- Tip your entertainers and Medics.

NOTABLE SKILLS

Armor Assembly. This gives you the ability to assemble armor from components into a finished product. This is the skill used during construction.

Armor Experimentation. This is the ability to experiment on your armor – which is what makes armor so fun to play with in the first place (not to mention unique).

Armor Customization. Customization gives you greater choice of colors with which to color the armor you make. Different armor types can have different color palettes.

FUN CLASS COMBINATIONS

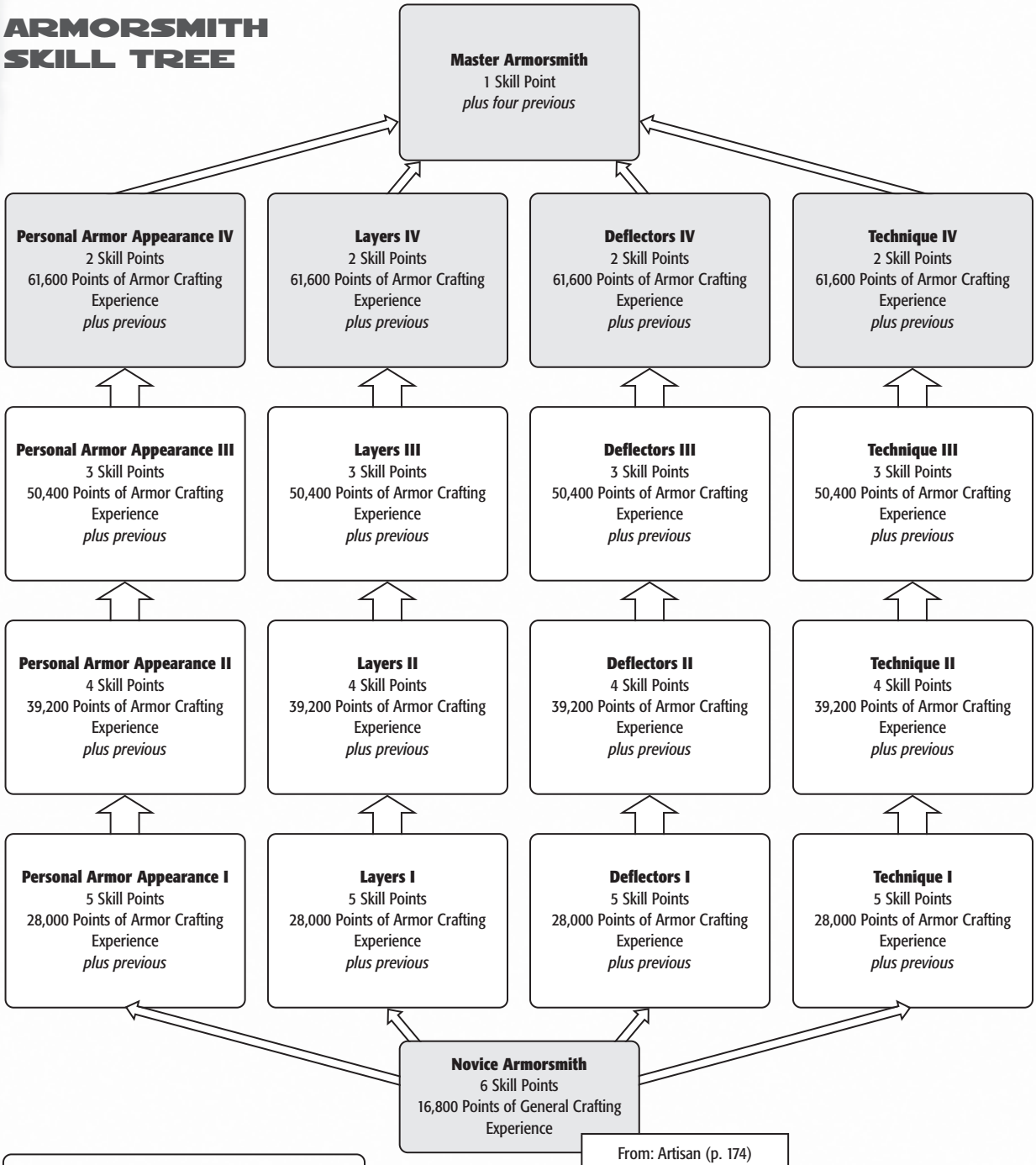
Armorsmith* + *Artisan*+ *Merchant is the ultimate crafting combination class. Try a variation using ***Armorsmith* + *Tailor* + *some Merchant*** (or any of the Crafting classes).

Armorsmith* + *Scout lets you harvest your own hides.

Armorsmith Profession researched by Marc Quesnel (Nylan T'biggs, Bloodfin).

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ARMORSMITH SKILL TREE



From: Artisan (p. 174)

ARMORSMITH

ELITE PROFESSION

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Armor Abbreviations

BCx2	Left & Right Biceps
BL	Belt
BN	Bandolier
BRx2	Left & Right Bracers
BT	Boots
CH	Chest Plate
HL	Helmet
GL	Gloves
LG	Leggings
SH	Shirt

Novice Armorsmith

6 Skill Points

16,800 General Crafting Experience

The Armorsmith can craft resilient protective clothing out of base materials. The Novice Armorsmith begins to learn the secrets needed for crafting master armor.

SKILL MODS	VALUE
Armor Assembly	+10
Armor Customization	+20
Armor Experimentation	+10

COMMANDS & ABILITIES

Armor Upgrade Kit

Assault Armor Segment

Basic Assault, Battle and Reconnaissance Cores

Battle Armor Segment

Bone Armor Appearance (BT, CH,GL, HL, BCx2, BRx2, LG)

Mabari Armor Appearance (BL, BT, CH, GL, HL, LG)

Reconnaissance Armor Segment

Personal Armor Appearance I

5 Skill Points

28,000 Armor Crafting Experience

This teaches the Armorsmith the skills to make personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Chitin Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Kashyyykian Ceremonial Armor Appearance
(CH, BRx2, LG)

Personal Armor Appearance II

4 Skill Points

39,200 Armor Crafting Experience

This improves the Armorsmith's skills to add appearances while crafting personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Ithorian Guardian Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Padded Armor Appearance
(BL, BT, CH, GL, HL,BCx2, BRx2, LG)

Tantel Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Personal Armor Appearance III

3 Skill Points

50,400 Armor Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ithorian Sentinel Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Kashyyyk Black Mountain Armor Appearance
(CH, BRx2, LG)

Ubese Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG, BN, SH)

Personal Armor Appearance IV

2 Skill Points

61,600 Armor Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Composite Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Ithorian Defender Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Marauder Battle Armor Appearance
(BT, CH, GL, HL, BCx2, BRx2, LG)

Layers I

5 Skill Points

28,000 Armor Crafting Experience

Grants the knowledge to make heavy armor layers, used in advanced armor types.

NO SKILL MODS

COMMANDS & ABILITIES

Heat Protection Armor Layer

Energy Protection Armor Layer

Layers II

4 Skill Points

39,200 Armor Crafting Experience

Improves the Armorsmith's ability to make layers that can be added to heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Cold Protection Armor Layer

Electrical Protection Armor Layer

Layers III

3 Skill Points

50,400 Armor Crafting Experience

Improves the Armorsmith's ability to make layers for heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Acid Protection Armor Layer

Kinetic Protection Armor Layer

Layers IV

3 Skill Points

61,600 Armor Crafting Experience

Improves the Armorsmith's ability to make layers for heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Advanced Armor Layer Primus

Advanced Armor Layer Secundus

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Deflectors I

5 Skill Points

28,000 Armor Crafting Experience

Teaches the Armorsmith to make basic deflectors and gives some schematics (but not the ability to make PSGs).

NO SKILL MODS

COMMANDS & ABILITIES

Deflector Shield Generator – Particle
Deflector Shield Generator – Energy Ray
Deflector Shield Emitter Assembly
Deflector Shield Projector Plate

Deflectors II

4 Skill Points

39,200 Armor Crafting Experience

Improves the Armorsmith's ability to make basic, Level 1 PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 1

Deflectors III

3 Skill Points

50,400 Armor Crafting Experience

Improves the Armorsmith's ability to make basic, Level 2 PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 2

Deflectors IV

2 Skill Points

61,600 Armor Crafting Experience

Improves the Armorsmith's ability to make basic, Level 3 PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 3

Technique I

5 Skill Points

28,000 Armor Crafting Experience

Grants the knowledge to make more complex armor components and completed armor suits.

SKILL MODS	VALUE
Armor Assembly	+10
Armor Customization	+20
Armor Experimentation	+10

COMMANDS & ABILITIES

Standard Reconnaissance Core

Technique II

4 Skill Points

39,200 Armor Crafting Experience

SKILL MODS	VALUE
Armor Assembly	+15
Armor Customization	+20
Armor Experimentation	+15

COMMANDS & ABILITIES

Standard Battle Core

Technique III

3 Skill Points

50,400 Armor Crafting Experience

SKILL MODS	VALUE
Armor Assembly	+20
Armor Customization	+20
Armor Experimentation	+20

COMMANDS & ABILITIES

Standard Assault Core

Technique IV

2 Skill Points

61,600 Armor Crafting Experience

SKILL MODS	VALUE
Armor Assembly	+20
Armor Customization	+20
Armor Experimentation	+20

COMMANDS & ABILITIES

Advanced Reconnaissance Core

Master Armorsmith

1 Skill Point

The Master Armorsmith is able to create the lightest, most protective armor that can be found anywhere.

SKILL MODS	VALUE
Armor Assembly	+25
Armor Customization	+55
Armor Experimentation	+25

COMMANDS & ABILITIES

Advanced Armor Layer Tertius
Advanced Assault Core
Advanced Battle Core
Kashyyykian Hunter Armor Appearance (CH, BRx2, LG)



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CARBINEER

"Bring 'em on! I prefer a straight fight to all this sneakin' around."

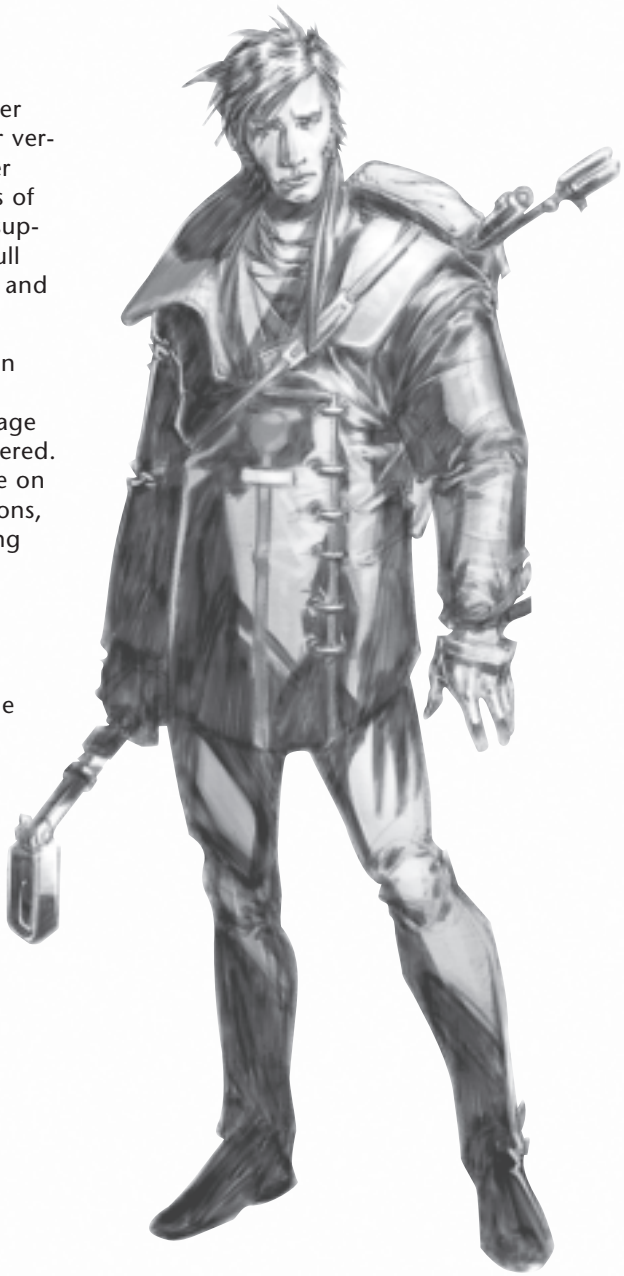
Derived from: Marksman, p. 190.

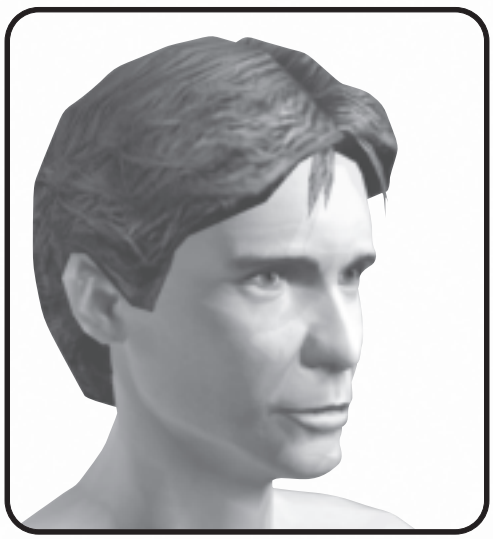
Like the Rifleman and the Pistoleer, the Carbineer has a weapon of choice. The carbine is a lighter version of rifles, with a focus on volume of fire over accuracy. The Carbineer focuses on using bursts of fire to confuse or pin down enemies. Through suppression fire, wild volleys, scattered bursts, or full automatic fire, the carbine can cause confusion and terror in those who oppose it.

Suited best for the mid-range firefight, it is often the Carbineer who leads a charge on an enemy position, penning down the enemy so the damage dealers can move in and finish them off unhindered. Experienced Carbineers can fire accurately while on the move. They can even aim for specific locations, crippling retreating enemies or halting oncoming charges.

The Novice level of this profession is fairly easily reached. However, advancement through it takes a great deal more effort. If you really like being in the middle of firefights, this may be the profession for you.

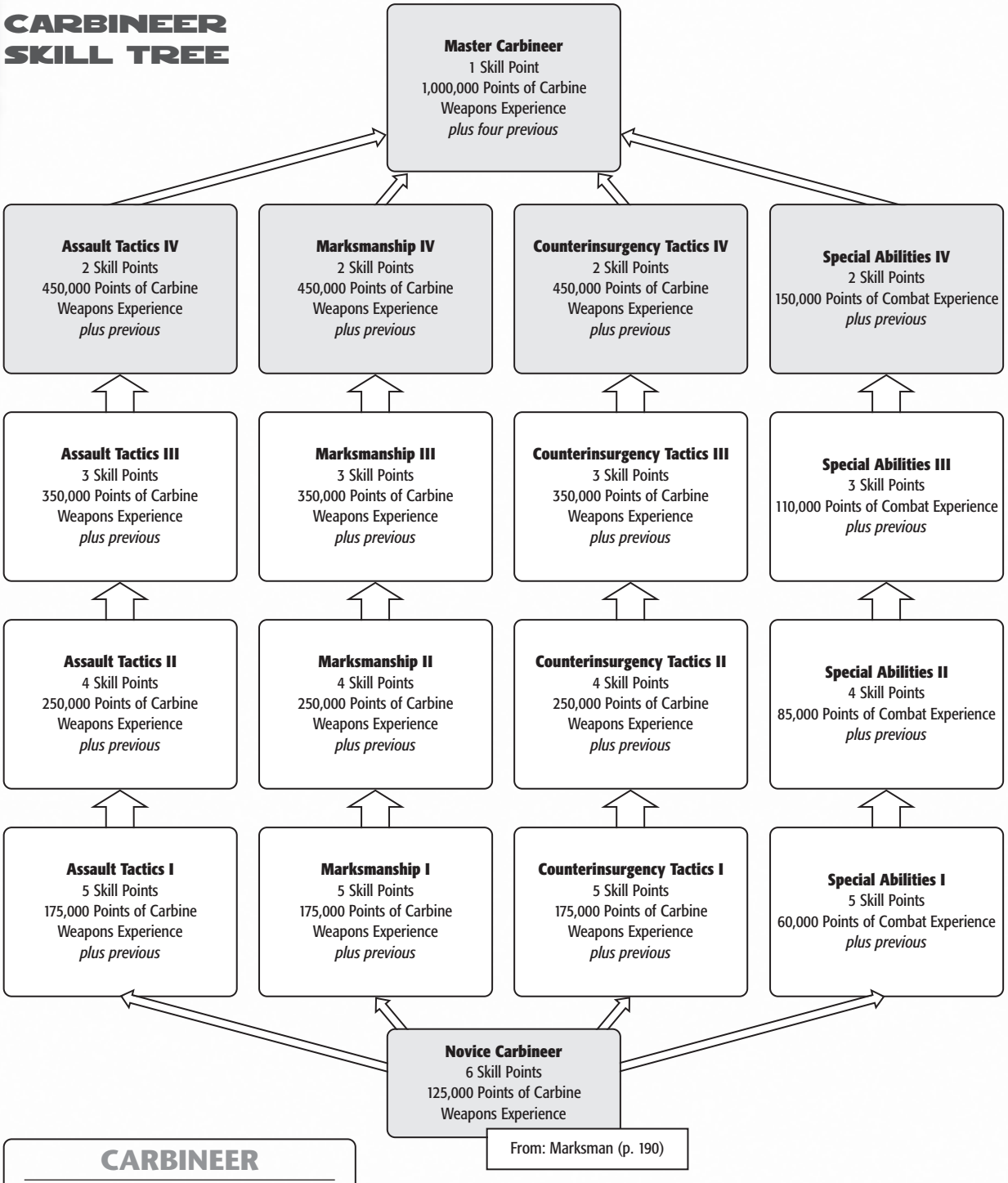
—Jeff Sanders





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CARBINEER SKILL TREE



From: Marksman (p. 190)

CARBINEER

ELITE PROFESSION

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Novice Carbineer

6 Skill Points

125,000 Carbine Weapons Experience

Carbineers pick up the unique skills and abilities to excel at carbine ranged weapons. The Novice Carbineer skill begins a player's specialization in this combat path.

SKILL MODS	VALUE
Carbine Accuracy	+15
Carbine Speed	+10
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 20%

Battle Armor Movement Mitigation 20%

Battle Armor Rate of Fire Mitigation 20%

Leg Shot

Weapon Certification: Rilctur Carbine

Assault Tactics I

5 Skill Points

175,000 Carbine Weapons Experience

This begins the Carbineer on the path towards getting the maximum amount of fire on target in the shortest possible time. The first technique taught concentrates on using automatic fire against a single opponent.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Scatter Shot

Assault Tactics II

4 Skill Points

250,000 Carbine Weapons Experience

This teach the Carbineer how to engage multiple targets with full automatic fire.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 30%

Full Auto Area

Assault Tactics III

3 Skill Points

350,000 Carbine Weapons Experience

This continues the Carbineer's education in raising the speed of his attacks while being able to hit multiple locations on an opponent at once.

SKILL MODS	VALUE
Carbine Speed	+10

COMMANDS & ABILITIES

Improved Scatter Shot

Weapon Certification: Corestrike Rancor

Assault Tactics IV

2 Skill Points

450,000 Carbine Weapons Experience

This conveys a masterful level of understanding of how to use a carbine quickly, and gives the Carbineer the ability to attack several targets simultaneously.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 40%

Improved Full Auto Area

Marksmanship I

5 Skill Points

175,000 Carbine Weapons Experience

This grants the Carbineer more accuracy, and a better understanding of how to hit a target in its legs to best effect.

SKILL MODS	VALUE
Carbine Accuracy	+5
Ranged Accuracy	+5

COMMANDS & ABILITIES

Crippling Shot

Marksmanship II

4 Skill Points

250,000 Carbine Weapons Experience

This grants the Carbineer better carbine accuracy as well as teaching how to deliver controlled and devastating bursts of fire at a target.

SKILL MODS	VALUE
Carbine Accuracy	+5
Ranged Accuracy	+10

COMMANDS & ABILITIES

Improved Rapid Fire

Marksmanship III

3 Skill Points

350,000 Carbine Weapons Experience

This grants the Carbineer even better carbine accuracy, and teaches even more powerful attack capabilities.

SKILL MODS	VALUE
Ranged Accuracy	+15

COMMANDS & ABILITIES

Improved Leg Shot

Marksmanship IV

2 Skill Points

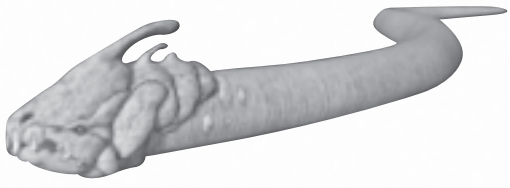
450,000 Carbine Weapons Experience

This raises the level of the Carbineer's accuracy to a masterful one, and allows her to easily cripple any opponent.

SKILL MODS	VALUE
Ranged Accuracy	+20

COMMANDS & ABILITIES

Improved Crippling Shot



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Counterinsurgency Tactics I

5 Skill Points

175,000 Carbine Weapons Experience

This begins the Carbineer along the path of using prudent defensive measures against reckless attacks by enemies.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Charge Shot

Counterinsurgency Tactics II

4 Skill Points

250,000 Carbine Weapons Experience

Shows the Carbineer how to defend himself in certain situations by laying down a barrage of suppressive fire.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 30%

Suppression Fire

Counterinsurgency Tactics III

This teaches the Carbineer the power of counterattacking by charging into the face of the enemy with all weapons blazing.

3 Skill Points

350,000 Carbine Weapons Experience

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Improved Charge Shot

Counterinsurgency Tactics IV

2 Skill Points

450,000 Carbine Weapons Experience

At this level the Carbineer becomes a master at counterattacking opponents who charge into combat recklessly. The Carbineer is able to easily halt an opponent's rush and quickly counterattack with a devastating charge of his own.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 40%

Improved Suppression Fire

Special Abilities I

5 Skill Points

60,000 Combat Experience

This grants additional special moves to the Carbineer that allows him to quickly recover from damaging attacks, including temporary blindness.

SKILL MODS	VALUE
Carbine Defense	+5

COMMANDS & ABILITIES

Blind Recovery

Special Abilities II

4 Skill Points

85,000 Combat Experience

This grants additional defensive skill modifiers to the Carbineer.

SKILL MODS	VALUE
Carbine Defense	+5

NO COMMANDS & ABILITIES

Special Abilities III

3 Skill Points

110,000 Combat Experience

This grants the Carbineer the ability to recover from disorienting blows.

SKILL MODS	VALUE
Carbine Defense	+5

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation 30%

Dizzy Recovery

Special Abilities IV

2 Skill Points

150,000 Combat Experience

This grants additional defensive abilities to the Carbineer, as well as allowing the Carbineer to recover quickly from being stunned.

SKILL MODS	VALUE
Carbine Defense	+5

COMMANDS & ABILITIES

Stun Recovery

Master Carbineer

1 Skill Point

1,000,000 Carbine Weapons Experience

The Master Carbineer is unequaled in her abilities with carbine weapons.

SKILL MODS	VALUE
Melee Defense	+20
Ranged Accuracy	+25
Ranged Defense	+20
Ranged Speed	+15

COMMANDS & ABILITIES

Advanced Rapid Fire

Advanced Suppression Fire

Battle Armor Rate of Fire Mitigation 40%

Weapon Certification: E11 Carbine Mark 2

Weapon Certification: Modified X1 Carbine

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CHEF

"How you get so big, eating food of this kind?"

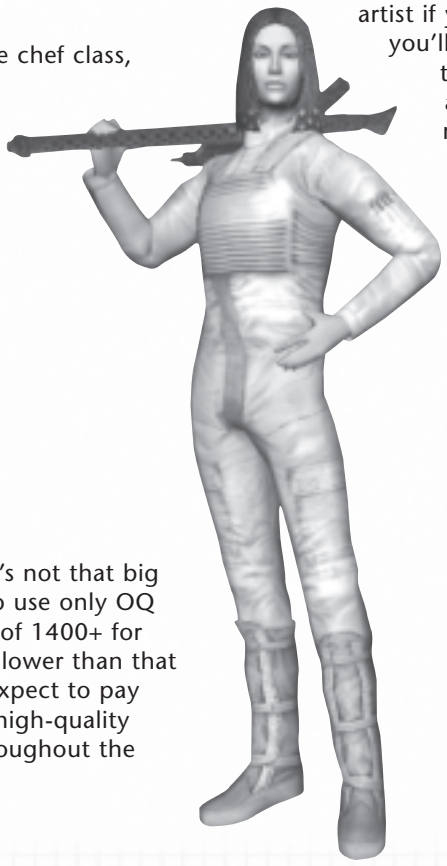
Derived from: Artisan, p. 174.

Today's chef is a hot class in ***Star Wars* Galaxies**; your products are in high demand by almost everyone in the galaxy. Your creations can boost HAM scores, special abilities and even experience gained. If you're interested in money, being a chef will get you there quickly.

As a chef, you're probably going to want to work your way up the experimentation tree – most players want maximum benefit for minimum fill. (Fill refers to how much of a player's stomach the food item will fill when eaten. There's a separate counter for both drink and food, so some pretty nasty food combinations can be used. Many food items you will create can boost skills. And, there are even treats to give your pets a healthy boost. (There's nothing more evil then having a level one pet with about 10 times the amount of HAM it's supposed to have — all from a chef item!)

As far as mastering the rest of the chef class, once you have experimentation filled up it's pretty much your choice what to do after that point. While you won't make most of your profits until you reach master, you'll still be able to sell products on the bazaar to newbies who cannot afford the high prices of the masters.

Resource-wise, you're going to want to keep meat, hide and other "edible" resources handy (items with a high Overall Quality and Potential Energy value). The third (and less important) resource statistic required by chefs is Flavor, but it's not that big of an issue. Ideally, you'll want to use only OQ and PE resources for a minimum of 1400+ for items you want to sell. Anything lower than that is strictly for learning the class. Expect to pay large sums to scouts to bring in high-quality meats for you –other crafters throughout the galaxy will drive prices up.



POTENTIAL CLASS COMBINATIONS:

The Chef class is perfectly able to function on its own as a viable class. However, if you're looking for something more to enhance your experience, try out several of the other classes that complement the Chef:

Merchant. Merchant can bring you advertising and multiple market vendors. With enough patience, you could almost open up a deli shop on every planet.

Scout. Tired of paying hundreds of thousands of credits to these meat mercenaries? You should easily have enough skill points to pick up Scout and master it. By doing this, you'll gain considerable savings in the organic resource market.

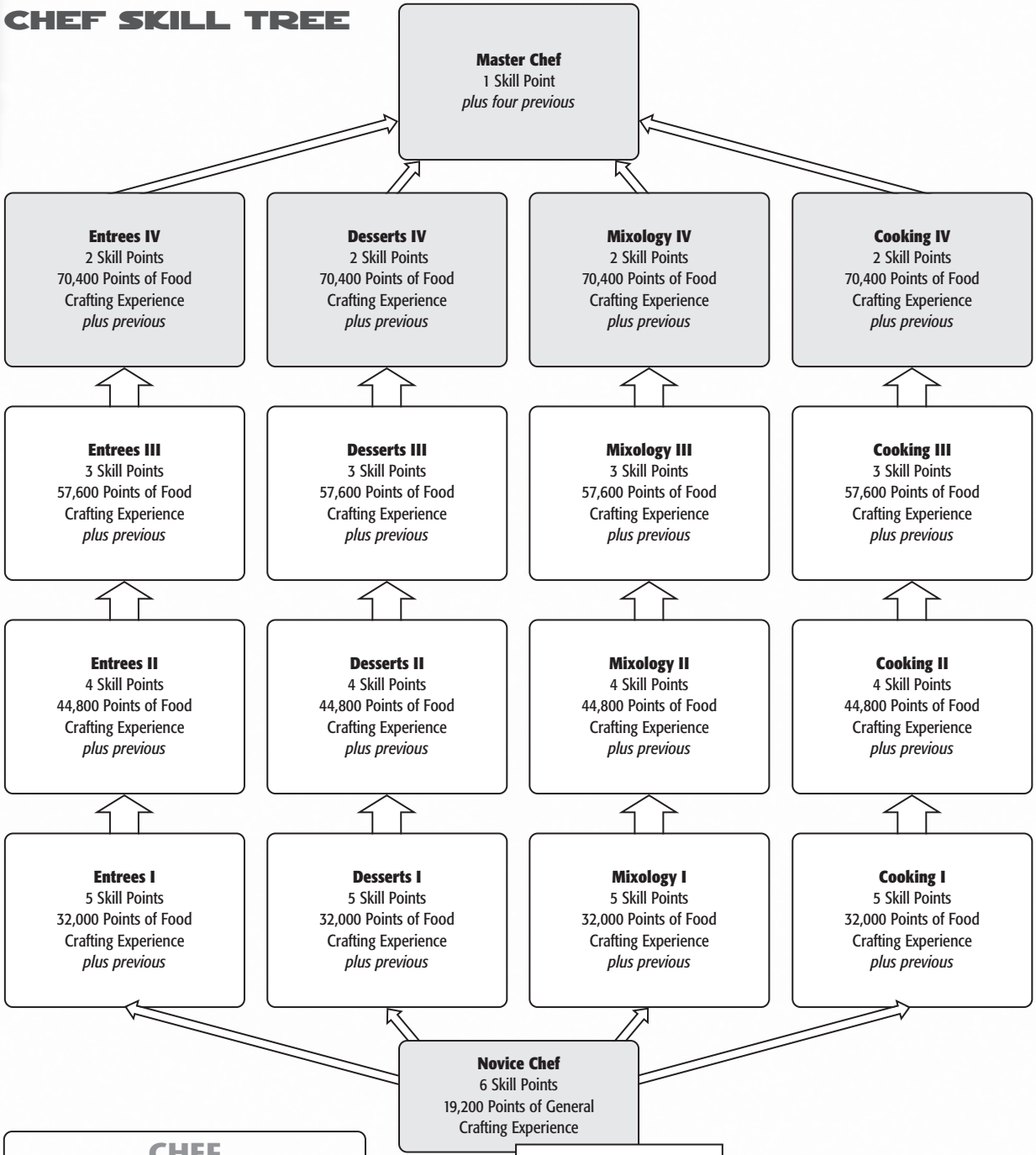
Artisan. If nothing else, at least grab Surveying I. This allows you to drop organic harvesters, saving you some credits when it comes to food creation.

Any Combat Class. Whether you take ranged or melee combat, take Teräs Käsi artist if you can make it up the tree. Since you'll be hunting a lot of critters for their meat, bones and hide, having a way to actually get the job done makes things so much easier.

Chef Profession researched by Marc Quesnel.

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CHEF SKILL TREE



CHEF

ELITE PROFESSION

From: Artisan (p. 174)

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Novice Chef

6 Skill Points
19,200 General Crafting Experience

The Chef learns to make exquisite foods, which can bring temporary and valuable statistic enhancements for other professions.

SKILL MODS	VALUE
Food Assembly	+20
Food Experimentation	+20

COMMANDS & ABILITIES

Air Cake
Alcohol
Almond-Kwevvu Crisp Munchies
Blap Biscuit
Medium Food Additive
Soypro

Entrees I

5 Skill Points
32,000 Food Crafting Experience

Entrees skills cover meals commonly consumed for lunch or dinner on various worlds.

NO SKILL MODS

COMMANDS & ABILITIES

Blood Chowder
Cho-Nor-Hoola
Protato
Synthsteak

Entrees II

4 Skill Points
44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Karkan Ribenes
Omachek
Trimpian
Veghash

Entrees III

3 Skill Points
57,600 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ahrisa
Gruuvan Shaal
Havla
Scrimpi

Entrees IV

2 Skill Points
70,400 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Bivoli Tempari
Rakriran Burnout Sauce
Terratta
Vegeparsine

Desserts I

5 Skill Points
32,000 Food Crafting Experience

Dessert skills cover all forms of alien and human desserts, from the sweet to the really sweet.

NO SKILL MODS

COMMANDS & ABILITIES

Bantha Butter
Chandad
Pastebread
Won-Won

Desserts II

4 Skill Points
44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Dweezel
Felbar
Parwan Nutricake
Pyollian Cake
Sweet Cake Mix

Desserts III

3 Skill Points
57,600 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Citros Snow Cake
Gorrnar
Kiwik Clusjo Swirl
Pikatta Pie

Desserts IV

2 Skill Points
70,400 Food Crafting Experience:Title; Accomplished Baker

NO SKILL MODS

COMMANDS & ABILITIES

Cavaellin Creams
Smuggler's Delight
Sweesonberry Rolls
Vagnerian Canape

Mixology I

5 Skill Points
32,000 Food Crafting Experience

Drink skills cover the creation of a large range of alcoholic and non-alcoholic drinks. The drink skills introduce four types of alcohol stock that can be mixed with other recipes to enhance their power.

NO SKILL MODS

COMMANDS & ABILITIES

Blue Milk
Corellian Ale
Deuterium-pyro
Gralinyn Juice

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Mixology II

4 Skill Points
44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Cask
Corellian Brandy
Cortyg
Durindfire
Ithorian Mist
Veronian Berry Wine

Mixology III

3 Skill Points
57,6,000 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Accarragm
Garrmorl
T'ssolok
Vasarian Brandy

Mixology IV

2 Skill Points
70,400 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Bespin Port
Elshandruu Pica Thundercloud
T'illa-T'iil
Vayerbok

Cooking I

5 Skill Points
32,000 Food Crafting Experience

These skills include the development of the cooking assembly and experimentation skill mods.

SKILL MODS	VALUE
Food Assembly	+10
Food Experimentation	+10

NO COMMANDS & ABILITIES

Cooking II

4 Skill Points
44,800 Food Crafting Experience

SKILL MODS	VALUE
Food Assembly	+20
Food Experimentation	+20

NO COMMANDS & ABILITIES

Cooking III

3 Skill Points
57,600 Food Crafting Experience

SKILL MODS	VALUE
Food Assembly	+20
Food Experimentation	+20

NO COMMANDS & ABILITIES

Cooking IV

2 Skill Points
70,400 Food Crafting Experience

SKILL MODS	VALUE
Food Assembly	+20
Food Experimentation	+20

NO COMMANDS & ABILITIES

Master Chef

1 Skill Point

The Master Chef can create the most delicious (and beneficial) foods available.

SKILL MODS	VALUE
Food Assembly	+10
Food Experimentation	+10

COMMANDS & ABILITIES

Barrel
Breath of Heaven
Deneelian Fizz Pudding
Flameout
Heavy Food Additive
Thakitillo
Vercupti of Agazza Boleruuee
Place Cantina



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CREATURE HANDLER

"Why, you stuck-up, half-witted, scruffy-looking … nerfherder!"

Derived from Scout, p. 200.

The Creature Handler profession is one of the most unique professions in the game, drawing all of its power from the acquisition and use of ***Star Wars* Galaxies**'s vast array of creatures. Neither a combat nor a crafting profession, it is more of a support profession that enhances the character's other trades. For example, reaching Creature Handler requires you to kill and skin animals, which in turn typically requires some form of combat profession. Once you've got your pets, you'll find that in the beginning, they are not much for combat on their own, relying upon you to do the lion's share of the fighting.

Getting to the profession is quite easy, and is in fact one of the easiest elite professions in the game…simply kill and skin things, or skin things others have killed, and push through Exploration and Hunting in Scout. Once you get into the profession, advance simply by finding a pet, taming it and using it in combat.

Unlike other combat professions, the amount of damage a pet does in combat is not linked to the experience points rewarded. All the pet has to do is hit a target once, and it earns all the experience it's going to get. Consequently, it is much better to take your pet with you in a group (especially one that is fighting large numbers of enemies) and have it nip each enemy once, then return to you and target the next enemy. This maximizes the amount of experience you get, while minimizing the amount your pet steals from your groupmates.

GETTING & TRAINING PETS

When it comes to what pets to use, there are two types of Creature Handlers: Those that focus on the creature, and those that focus on the handler. The ones that focus on creature are more Creature Tamers. To them, the greatest challenge is finding that rarest of babies and risking life and limb to tame it and raise it. This player spends a lot of time alone in the wild, with Mask Scent up and working through spawn points, trying to find that perfect spawning spot for an elusive baby. The players who focus on handler are the ones who see the pets as tanks and support tools, and purchase their pets from Bio-Engineers. These types of pets can make the most powerful pets in the game — far more powerful than anything that can be tamed naturally. This allows handlers to get exactly the pet and statistics he or she wants, but without having to sit in the rain waiting for a baby to spawn. These are two separate approaches. Neither is better, for both work extremely well for the players who enjoy them.

Once you have your pets, you need to train them, which simply involves using the radial menu on your pet and issuing commands. Training a pet with four commands containing a name will name the creature — i.e. "spot kill" followed by "spot follow" and "spot group" and "spot patrol" names a creature Spot. You can then re-train those commands without the name, but the creature still retains it. It's best to train all your pets to use the same commands so that you can set up macro buttons to issue commands quickly without having to type them in manually (and risk typos during a stressful situation). Additionally, using the **/tellpet** channel to train your pet allows you to keep your macros silent.

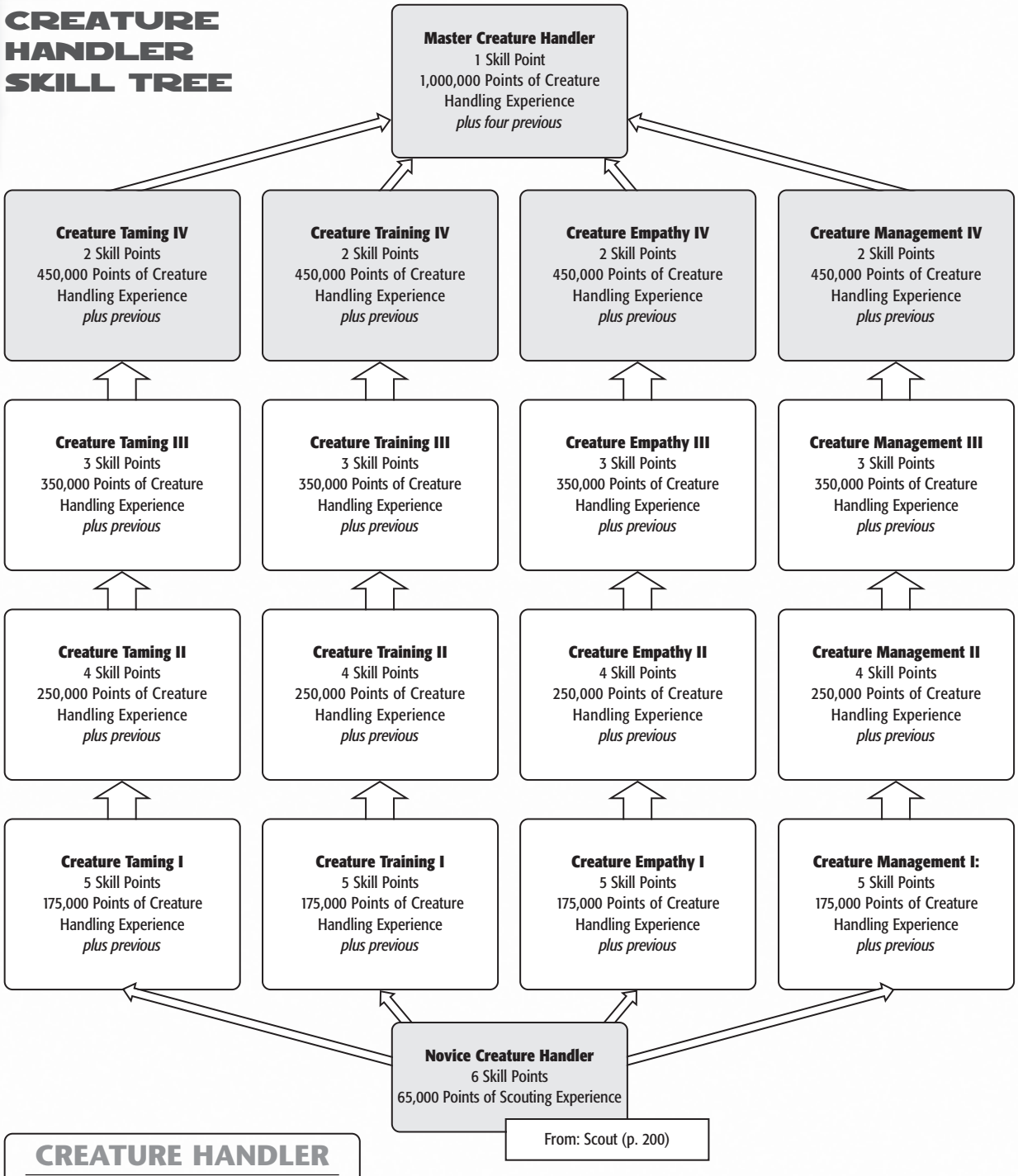
The Creature Handler profession is an excellent complement to all of the combat professions, since each will be able to apply a different tactic in conjunction with pets. The melee fighters use the pet to soak damage and hold additional enemies at bay, while the ranged fighters use them for tanks to soak damage while they dish out significantly more damage at range, drastically reducing the damage they (and their armor) might otherwise take. With the right set of macros, a prepared Creature Handler has complete control over a pet's behavior.

TIPS FOR CREATURES

- Creatures need Bio-Engineering stimpacks to heal, not Medic ones. They heal on their own in and out of the pad (including wounds) at a relatively slow rate.
- Storing a creature clears all "conditions", such as disease, bleeding, poison, etc.
- Non-Creature Handlers can only have and use pets 10th level or less, including mounts.
- Currently, the only creatures that can be trained as mounts are Dewbacks, Bols, Kaadu, Carrion Spats, Falumpasets, Numbabas, Brackasets, Cupa and Bantha.

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CREATURE HANDLER SKILL TREE



CREATURE HANDLER

ELITE PROFESSION

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- Pets can be killed, which reduces their Vitality. It starts at 100/100. When this reaches 0, the pet is destroyed — though advanced Bio Engineers can heal a pet's Vitality.
- When a pet gets low on health, it attempts to flee from combat. When incapacitated, it heals slowly until it regains its feet, just like a player.
- Pets who are left behind (such as if their owner takes a shuttle or ship, or outdistances then with a swoop) auto-store and return to the owner's datapad, as do pets who are out when their owner crashes or logs out.
- While the damage a pet does has nothing to do with the experience rewarded, the pet's level with respect to the target does. Using a level 30 pet on a level 10 target will produce minimal experience, while the reverse will produce a great deal. The key is to always use the lowest pet possible to get the most experience points from the combat. This requires a balance, since an incapacitated pet gets you no experience at all. The pet needs to be able to survive the engagement, especially if there are multiple targets involved.
- For PvP, the two most important things for a Creature Handler to understand are targeting themselves and telling the pet to guard them (to help with ambushes) and using the **/tellpet** channel to give commands (because **/say** and **/shout** are unavailable to incapped/dead players and **/tellpet** is always available at any range).

Novice Creature Handler

6 Skill Points

65,000 Scouting Experience

Novice Creature Handlers have a basic knowledge of taming wild creatures. They are able to train their creatures to perform limited acts, such as following or attacking. Eventually, they become able to handle dangerous, aggressive creatures.

SKILL MODS	VALUE
Additional Pets	+1
Max Level of Pets	+12
Stored Pets	+4
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 20%
Battle Armor Movement Mitigation 20%
Battle Armor Rate of Fire Mitigation 20%
Pet Command: Attack
Pet Command: Follow
Pet Command: Store
Tame

Creature Taming I

5 Skill Points

175,000 Creature Handling Experience

The study of time-honored domestication techniques improves a Creature Handler's ability to tame wild creatures. It is also a necessary stepping-stone to ultimately mastering more aggressive creatures.

SKILL MODS	VALUE
Max Level of Pets	+2
Taming Wild Creatures	+5

NO COMMANDS & ABILITIES

Creature Taming II

4 Skill Points

250,000 Creature Handling Experience

Building on a firm foundation of creature taming methodology, this introduces methods of taming vicious creatures. At this skill level, the Creature Handler can tame lesser aggressive creatures.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+10
Taming Vicious Creatures	+10

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 30%

Creature Taming III

3 Skill Points

350,000 Creature Handling Experience

A Creature Handler who studies the behavioral science of common and uncommon creature types gains unique insights to enhance her abilities. These insights allow the Creature Handler the ability to tame larger, more powerful creature types, and frequently to train them to use special abilities on command.

SKILL MODS	VALUE
Max Level of Pets	+3
Taming Wild Creatures	+5
Taming Vicious Creatures	+10

COMMANDS & ABILITIES

Pet Command: Special Attack One

Creature Taming IV

2 Skill Points

450,000 Creature Handling Experience

The paragon of creature tamers is the one who can speak to animals as easily as her own kind. Through many trials, a Creature Handler of this skill level has learned this secret and is able to train the most difficult and vicious beasts. Creatures with multiple special combat abilities will use them on-command for a Creature Handler of this level.

SKILL MODS	VALUE
Max Level of Pets	+5
Taming Wild Creatures	+5
Taming Vicious Creatures	+15

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 40%
Pet Command: Special Attack Two

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Creature Training I

5 Skill Points

175,000 Creature Handling Experience

The first step in learning to train a creature is to develop a rapport. A Creature Handler of this skill level understands how to cultivate such a relationship. His creatures listen to basic commands such as "stay."

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Stay

Creature Training II

4 Skill Points

250,000 Creature Handling Experience

Creatures are driven by their subconscious and primal desires. Obedience education instructs the Creature Handler in how to overcome these desires and gain a deeper level of control over her pets. A Creature Handler of this skill level can command a creature to faithfully guard an individual.

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Guard

Creature Training III

3 Skill Points

350,000 Creature Handling Experience

A Creature Handler of this skill level has studied the use of animals in military and law enforcement applications. He is able to train his creature to be vigilant and aware and to learn a patrol pattern from its master and to patrol it on demand.

SKILL MODS	VALUE
Max level of pets	+3
Stored pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Patrol

Creature Training IV

2 Skill Points

450,000 Creature Handling Experience

The highest level of training involves turning the creature's subconscious hunting instinct into a powerful offensive weapon. This skill level imparts the ability to order a group of creatures into an ordered formation, such a wedge or column.

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+4
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Formations

Creature Empathy I

5 Skill Points

175,000 Creature Handling Experience

Animal comprehension involves moving beyond the simple study of behavior into the realm of psychology. Through play and study, a Creature Handler of this skill level begins to understand her creature's thoughts and desires.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Trick 1

Creature Empathy II

4 Skill Points

250,000 Creature Handling Experience

The ongoing study of creature psychology leads to a deep sense of compassion for all life. At this skill level the Creature Handler feels a deep connection to his animals and vise versa. The Creature Handler is able to encourage his pets in battle, increasing their ability to avoid enemy attack.

SKILL MODS	VALUE
Max Level of Pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 30%

Embolden Pets

Creature Empathy III

3 Skill Points

350,000 Creature Handling Experience

At this skill level, the Creature Handler has developed a strong and unbreakable affinity with organic life. The handler is able to lend some of her own strength to increase her pet's inherent regenerative powers.

SKILL MODS	VALUE
Max level of pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Trick 2



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Creature Empathy IV

2 Skill Points

450,000 Creature Handling Experience

Through extended interaction with creatures, the Creature Handler has established an unparalleled relationship with his pets. The Creature Handler and his pets understand each other and act on each other's behalf. The pets would readily die for their master. At this skill level, the Creature Handler can push his pets beyond their normal physical and mental limits. By enraging his pets, the Creature Handler can drive them to great acts of ferocity at the cost of their mental focus.

SKILL MODS	VALUE
Max Level of Pets	+5
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 40%

Enrage Pets

Creature Management I

5 Skill Points

175,000 Creature Handling Experience

At this skill level, the Creature Handler can organize her creatures into a group. The Creature Handler has learned how to better control her pets as well as how to keep a close eye on the creature's status in the heat of combat.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Group

Creature Management II

4 Skill Points

250,000 Creature Handling Experience

A Creature Handler of this skill level can order his pets to follow others. They will not obey the commands of the target, however.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Follow Other

Creature Management III

3 Skill Points

350,000 Creature Handling Experience

At this point, the Creature Handler has developed the ability to manage multiple creatures at a time. The Creature Handler may now simultaneously control two pets, and may command the pets to obey the commands of trusted allies.

SKILL MODS	VALUE
Additional Pets	+1
Max level of pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation 30%

Pet Command: Friend

Creature Management IV

2 Skill Points

450,000 Creature Handling Experience

A Creature Handler with the absolute trust of her pets has earned a great thing indeed. Creatures with the ability to be trained as mounts can be so trained by a Creature Handler of this skill.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Train Mount

Master Creature Handler

1 Skill Point

1,000,000 Creature Handling Experience

A Master Creature Handler has shared many trials with his pets. The handler has mastered every form of animal communication and has a deep understanding of the nature of life. The Master Creature Handler demands much from his pets and is often surrounded by powerful and fearsome beasts.Master Creature Handler's pets are so obedient that they will even obey the Creature Handler's command to take a new master.

SKILL MODS	VALUE
Additional Pets	+1
Max level of pets	+10
Stored Pets	+4
Taming Wild Creatures	+5
Taming Vicious Creatures	+15

COMMANDS & ABILITIES

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation 40%

Pet Command: Ranged Attack

Pet Command: Transfer



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DANCER

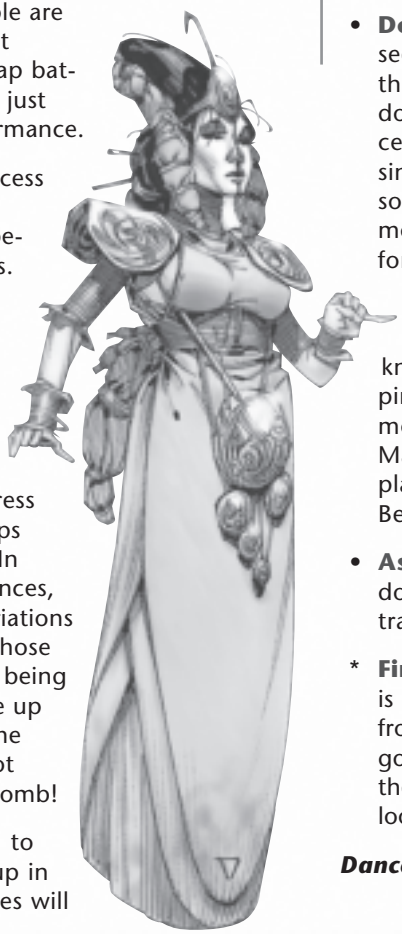
"You know, sometimes I even amaze myself."

Derived from Entertainer, p. 185.

"So you like to be the center of attention? You are at your best when all eyes are on you? One slip and you will look like an amateur, but if you hit that flourish and dazzle at just the right time, you know you will have the audience in your hands and your name will be spoken with respect."

—Besty, lead dancer in the Lucky Despot, Mos Eisley

Dancers do not need to be divas to be successful. This profession demands a balance of being nimble on your feet and quick with your tongue. Dancers serve a functional role for healing the wounds and Battle Fatigue of combatants. Even more important, they also act as the hub for social interaction in the galaxy. People are drawn to the cantinas that Dancers perform in to swap battle stories, find friends, or just relax and enjoy the performance.



A Dancer specialist has access to a broad selection of dances as well as some special crowd-pleasing effects. Dances range from the energetic Rhythmic to the show-stopping Poplock and the graceful Formal. Highly skilled Dancers can seduce their audience with the beauty of Exotic and impress them with the precise leaps and pirouettes of Lyrical. In all, a Dancer has eight dances, each with at least two variations and eight flourishes. For those nights when the crowd is being tough, a Dancer can spice up her performance with some special effects such as Spot Light, Dazzle, or Smoke Bomb!

Dancers don't have much to offer an adventuring group in the field. A Dancer's homes will always be the cantinas and theaters. The successful ones can take their act on the road and see the galaxy while doing what they love.

—Ben Estabrook

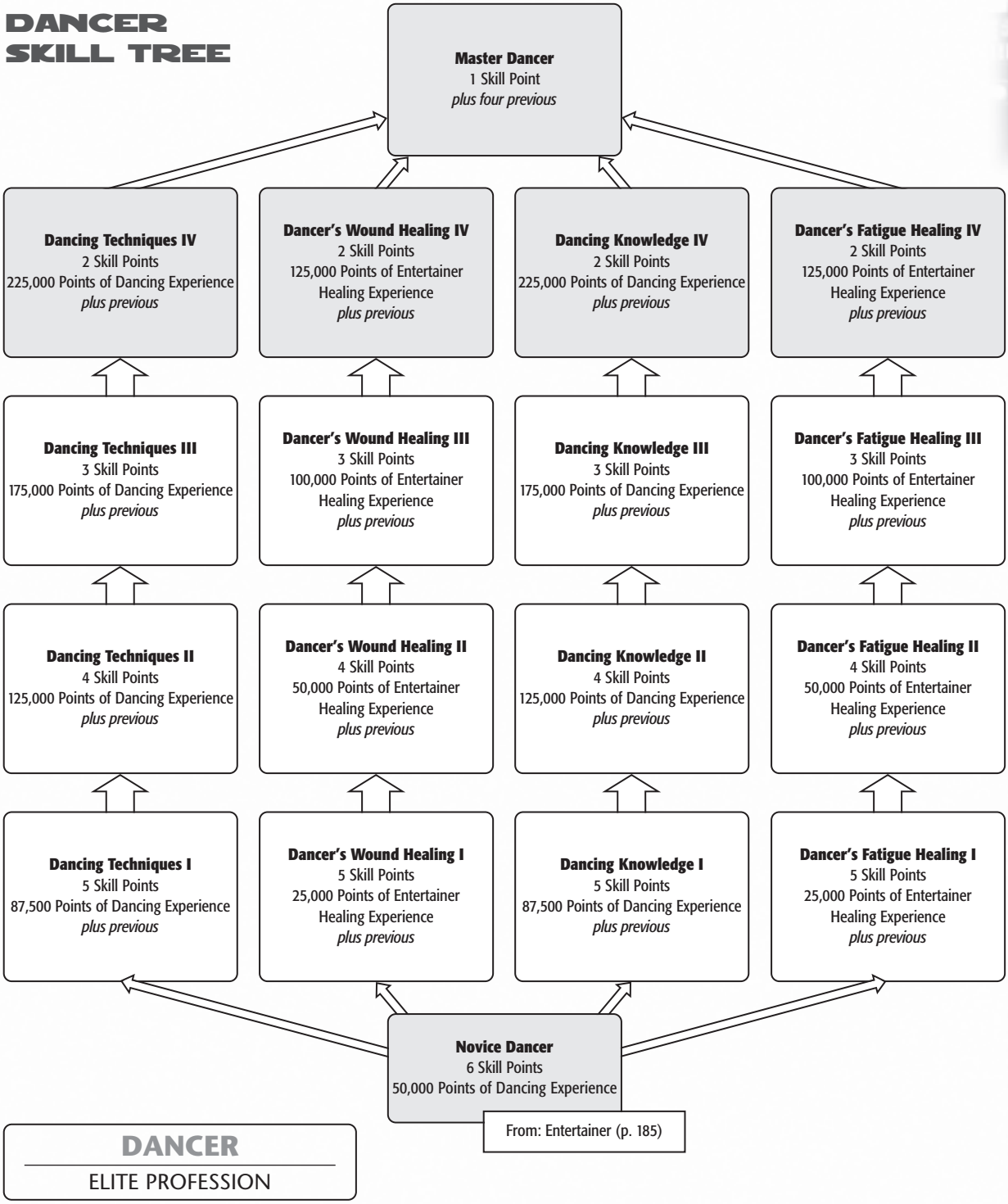
TIPS TO SUCCESS AS A DANCER:

- **Work the crowd.** Getting people to watch you is the best and fastest way to gain the XP you need to make master. Greet people and be friendly — it will get people to notice you, help you to gain repeat customers and get you the tips you need for training.
- **Join a group.** Find a big spaceport city with a lot of people. Mos Eisley and Theed are some great places to start. Get to the cantina and join the Entertainer group. You will all benefit from a larger group with an XP bonus.
- **Don't macro in public.** Okay, so we've all seen the entertainers that are clearly macroing in the cantina. Players hate this behavior, so don't do it. If you're going to set up a macro to gain certain types of XP, dancing XP is most common since it doesn't require an audience. So do it in someone's home or a theatre. There is nothing more annoying than to see a dancer spamming for tips in the cantina during a macro.
- **Don't spam for tips — at least don't do it in an annoying way.** It's commonly known that you need money to train, and tipping is one of the best ways for dancers to make money. But instead of begging for it, work for it. Making simple conversation with your fellow players is one of the best ways to get tips. Begging will get you nowhere fast.
- **Ask other dancers for training.** When you don't have any money, ask a fellow dancer for training.
- * **Find a good tailor.** A little known key to success is looking good! There are many options, ranging from a revealing fleshwrap to an elegant evening gown. Get some snappy duds that complement the dance you are performing. Not only does it look better; you'll also gain a larger audience.

Dancer Profession researched by Kristin Bates.

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DANCER SKILL TREE



DANCER
ELITE PROFESSION

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Novice Dancer

6 Skill Points

50,000 Dancing Experience

The Dancer uses his skill to heal those who watch him perform. The beginning Dancer, through not extremely skilled, can be nearly as entertaining to watch as the Master Dancer.

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+10
Dance Knowledge	+10
Dancing Mind Enhancement	+10
Wound Healing (Dancing)	+5

COMMANDS & ABILITIES

Poplock (Dance)
Popular (Dance)
Register Location with Planetary Map

Dancing Techniques I

5 Skill Points

87,500 Dancing Experience

Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance** list to see a list of available dances.

SKILL MODS	VALUE
Dancing Mind Enhancement	+10

COMMANDS & ABILITIES

Colored Lights
Dazzle
Spot Light

Dancing Techniques II

4 Skill Points

125,000 Dancing Experience

SKILL MODS	VALUE
Dancing Mind Enhancement	+10

COMMANDS & ABILITIES

Distract

Dancing Techniques III

3 Skill Points

175,000 Dancing Experience

SKILL MODS	VALUE
Dancing Mind Enhancement	+20

COMMANDS & ABILITIES

Smoke Bomb

Dancing Techniques IV

2 Skill Points

225,000 Dancing Experience

SKILL MODS	VALUE
Dancing Mind Enhancement	+25

NO COMMANDS & ABILITIES

Dancer's Wound Healing I

5 Skill Points

25,000 Entertainer Healing Experience

This improves the Dancer's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Dancing)	+5

NO COMMANDS & ABILITIES

Dancer's Wound Healing II

4 Skill Points

50,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Wound Healing III

3 Skill Points

100,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Wound Healing IV

2 Skill Points

125,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Dancing)	+15

NO COMMANDS & ABILITIES

Dancing Knowledge I

5 Skill Points

87,500 Dancing Experience

Grants the Dancer a wider variety of dances and flourishes. Use **/startdance** list to see the list of available dances and flourishes.

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Popular 2 (Dance)

Dancer's Knowledge II

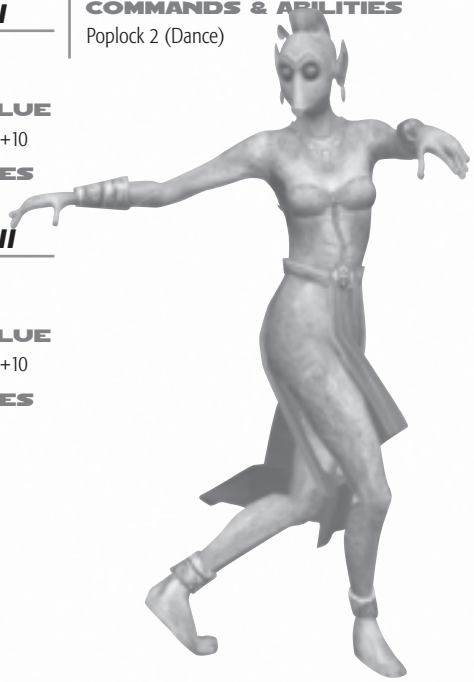
4 Skill Points

125,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Poplock 2 (Dance)



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Dancer's Knowledge III

3 Skill Points

175,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Lyrical 2 (Dance)

Dancing Knowledge IV

2 Skill Points

225,000 Dancing Experience

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Exotic (Dance)

Exotic 2 (Dance)



Dancer's Fatigue Healing I

5 Skill Points

25,000 Entertainer Healing Experience

This improves the Dancer's ability to heal Battle Fatigue.

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Fatigue Healing II

4 Skill Points

50,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Fatigue Healing III

3 Skill Points

100,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+20

NO COMMANDS & ABILITIES

Dancer's Fatigue Healing IV

2 Skill Points

125,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+25

NO COMMANDS & ABILITIES

Master Dancer

1 Skill Point

The Master Dancer knows all dances and dancing abilities, and has all the tools to put on a professional dance production.

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+25
Dance Knowledge	+10
Dancing Mind Enhancement	+25
Melee Defense	+7
Ranged Defense	+7
Wound Healing (Dancing)	+15

COMMANDS & ABILITIES

Exotic 3 (Dance)

Exotic 4 (Dance)

Lyrical 2 (Dance)

Place Cantina

Place Theater

SKILL LEVEL LEARNED	DANCES
Novice Dancer	Poplock, Popular
Dance Knowledge I	Popular 2
Dance Knowledge II	Poplock 2
Dance Knowledge III	Lyrical
Dance Knowledge IV	Exotic, Exotic 2
Master Dancer	Exotic 3, Exotic 4, Lyrical 2

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DOCTOR

"Rest easy, son, you've had a busy day. You're fortunate to be all in one piece."

Derived from Medic, p. 195.

Doctors on the Road

The introduction of the Combat Update changed the nature of the Doctor radically. Before that she was a specialized crafter, doing long-range healing from a hospital and making stims and other portable heals for adventurers to purchase and carry into the field.

The new doctor, however, is a combat profession. A doctor is now designed to go out with a group and offer healing and buffing right there on the front lines. The crafting side of the profession is completely gone. A doctor now must buy her stims from a Bio-Engineer, just like everybody else.

Although she'll have plenty to do during firefights, the Doctor really comes into her own just before and right after the battle. Before she can lay on some useful buffs, and afterwards she can get the group back into fighting trim in no time.

As a Doctor, you have the Revive Player ability, which allows you to return companions who have fallen in battle to life.

Complementary Professions

The following skills go very nicely with Doctor — Teräs Käsi (no need for any weapons — good combat profession) and Chef (gathering resources gives you something to do while waiting for the next firefight, and you can use the foods you make to supplement your own buffs and benefit your own companions, or to sell for extra income).

Novice Doctor

6 Skill Points

125,000 Medical Experience

When wounds are too serious to be healed on the field, a Doctor's attention is needed. With proper equipment, resources, and setting, a Doctor can heal all physical wounds and damage.

SKILL MODS	VALUE
Augmentation Efficiency	+10
Cure Efficiency	+15
Healing Efficiency	+10
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Bacta Jab
Battle Armor Accuracy Mitigation 20%
Battle Armor Movement Mitigation 20%
Battle Armor Rate of Fire Mitigation 20%
Heal Wound
Register with Planet

Emergency Medicine I

5 Skill Points

175,000 Medical Experience

This focuses on giving the Doctor necessary skills to quickly stabilize and heal badly wounded patients.

SKILL MODS	VALUE
Melee Defense	+5
Healing Efficiency	+10

COMMANDS & ABILITIES

Bacta Infusion

Emergency Medicine II

4 Skill Points

250,000 Medical Experience

This introduces the Doctor to more effective emergency care procedures.

SKILL MODS	VALUE
Ranged Defense	+5
Healing Efficiency	+10

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 30%
Improved Bacta Shot
Improved Heal Wound

Emergency Medicine III

3 Skill Points

350,000 Medical Experience

This trains the doctor in getting the most out of Bacta injections.

SKILL MODS	VALUE
Melee Defense	+5
Healing Efficiency	+10

COMMANDS & ABILITIES

Improved Bacta Jab

Emergency Medicine IV

2 Skill Points

450,000 Medical Experience

This qualifies a Doctor to work on the most traumatized patients.

SKILL MODS	VALUE
Ranged Defense	+5
Healing Efficiency	+15

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 40%
Improved Bacta Infusion

Pathology I

5 Skill Points

175,000 Medical Experience

This trains Doctors in countertoxin treatment procedures.

SKILL MODS	VALUE
Ranged Defense	+5
Cure Efficiency	+10

COMMANDS & ABILITIES

Bandage
Countertoxin

Pathology II

4 Skill Points

250,000 Medical Experience

This teaches Doctors how to disinfect a person.

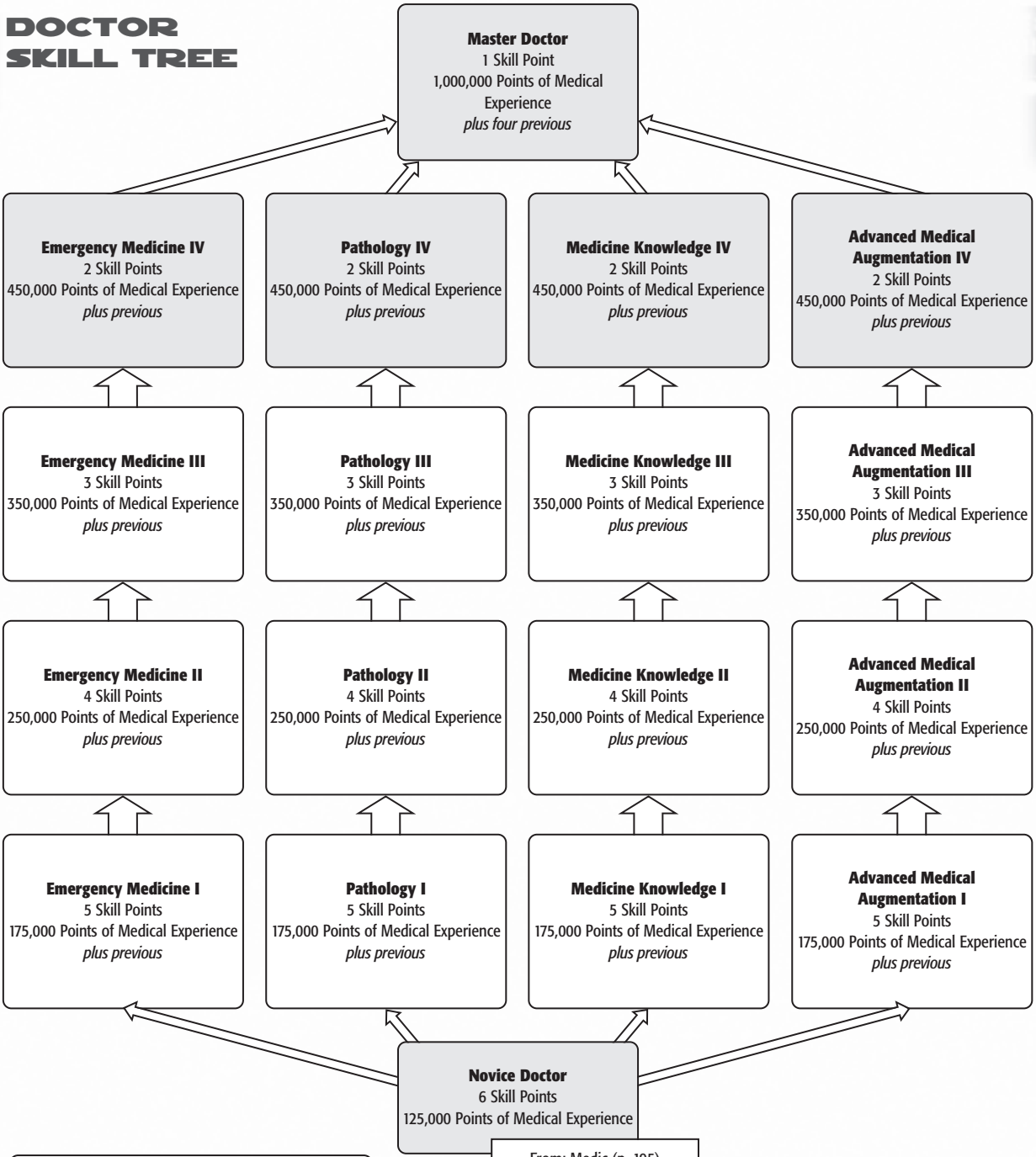
SKILL MODS	VALUE
Melee Defense	+5
Cure Efficiency	+15

COMMANDS & ABILITIES

Disinfect
Extinguish Fire

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DOCTOR SKILL TREE



DOCTOR

ELITE PROFESSION

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Pathology III

3 Skill Points

350,000 Medical Experience

This teaches Doctors advanced means of bandaging, and of stanching severed arteries.

SKILL MODS	VALUE
Ranged Defense	+5
Cure Efficiency	+15

COMMANDS & ABILITIES

Improved Countertoxin
Improved Bandage
Improved Stabilizers

Pathology IV

2 Skill Points

450,000 Medical Experience

Teaches Doctors techniques to disinfect more stubborn pathogens.

SKILL MODS	VALUE
Melee Defense	+5
Cure Efficiency	+20

COMMANDS & ABILITIES

Improved Disinfect
Improved Extinguish Fire

Medicine Knowledge I

5 Skill Points

175,000 Medical Experience

This trains the Doctor in basic pathology and poison cures.

SKILL MODS	VALUE
Melee Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Poison Inoculation

Medicine Knowledge II

4 Skill Points

250,000 Medical Experience

This trains the Doctor in basic disease prevention techniques.

SKILL MODS	VALUE
Ranged Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Disease Inoculation

Medicine Knowledge III

3 Skill Points

350,000 Medical Experience

This focuses on training the Doctor in nutrients needed by the body for healthy functions.

SKILL MODS	VALUE
Melee Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Improved Nutrient Injection
Improved Poison Inoculation

Medicine Knowledge IV

2 Skill Points

450,000 Medical Experience

Improves overall healing ability.

SKILL MODS	VALUE
Ranged Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Improved Disease Inoculation

Advanced Medical Augmentation I

5 Skill Points

175,000 Medical Experience

Trains Doctor in drug therapies to improve basic bodily functions.

SKILL MODS	VALUE
Ranged Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Endorphin Injection

Advanced Medical Augmentation II

4 Skill Points

250,000 Medical Experience

This trains the Doctor in the use of adrenal therapies.

SKILL MODS	VALUE
Melee Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Adrenal Boost
Battle Armor Accuracy Mitigation 30%
Serotonin Injection

Advanced Medical Augmentation III

3 Skill Points

350,000 Medical Experience

This trains the Doctor in the use of endorphin-based drugs.

SKILL MODS	VALUE
Ranged Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation 30%
Improved Endorphin Injection

Advanced Medical Augmentation IV

2 Skill Points

450,000 Medical Experience

This trains the Doctor in the use of serotonin-based drugs.

SKILL MODS	VALUE
Melee Defense	+5
Augmentation Efficiency	+5

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation 30%
Improved Adrenal Boost
Improved Serotonin Injection

Master Doctor

1 Skill Point

1,000,000 Medical Experience

The Master Doctor can heal nearly any health or action wound if given the proper equipment and environment. She can also craft highly effective medicines.

SKILL MODS	VALUE
Augmentation Efficiency	+15
Cure Efficiency	+25
Healing Efficiency	+25
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Advanced Bacta Jab
Advanced Nutrient Injection
Battle Armor Rate of Fire Mitigation 40%
Countertoxin Spray
Decontaminate
Place Hospital
Revive Player

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DROID ENGINEER

"Having trouble with your droid?"

Derived from Artisan, p. 174.

Ever hear a droid say, "Thank the Maker"? It's not talking about theology. It's talking about the engineer who made it.

Though the Droid Engineer's creations are often slighted by living creatures, they are still very much in demand. Every living creature has shortcomings—gaps in his or her knowledge database. From medical attention to repair work, from powering installations to just plain lifting things, droids do the simple jobs that many living creatures have never bothered to learn how to do.

Droid Engineers are responsible for everything put into the droid. They construct the chassis. They place the motivators. They program the personality. If a droid has problems, don't blame the droid; blame the Engineer who built it. And while many Engineers have made their fortunes in the mass production of popular lines of droids, the real love of Droid Engineers is to tinker with their creations. They add all sorts of accessories to a base model blueprint: extra manipulator arms, added sensor packages, armor plating, even custom paint jobs.

If sitting around a workshop all day does not sound like the life you want to lead, you may not want to be a Droid Engineer. It could still be a hobby, and a good way to earn money, especially from Bounty Hunters looking for tracking droids.

— Jeff Sanders

Novice Droid Engineer

6 Skill Points
28,800 General Crafting Experience

The Droid Engineer can construct droids for a variety of purposes, including combat, crafting or simply carrying heavy objects.

SKILL MODS	VALUE
Droid Assembly	+20
Droid Customization	+32
Droid Experimentation	+20

COMMANDS & ABILITIES

- Capacitor Discharge Unit
- Deed: MSE Droid
- Diagnostic Circuit
- Droid Armor Module 1
- Droid Customization Kit
- Droid Motive System
- Droid Storage Compartment
- Effects Module (Avian)
- Effects Module (Foam)
- Level 1 Droid Data Module
- Level 1 Droid Item Storage Module
- Level 1 Droid Medical Module
- Manipulator Arm
- Playback Module
- Redundant Power Supply
- Repair Unit Casing
- Stupid Droid Personality Chip
- Unit Delivery Cartridge
- Unprogrammed Droid Command Module
- v1 Flight Computer

Droid Production I

5 Skill Points
48,000 Droid Crafting Experience

This teaches additional schematics for droid component construction.

NO SKILL MODS

COMMANDS & ABILITIES

- Creature Harvest Module
- Effects Module (Electric Fog)
- Level 1 Droid Structure Maintenance Module
- Level 2 Droid Data Module
- Level 2 Droid Item Storage Module
- Level 2 Droid Medical Module
- Merchant Barker Module
- Sarcastic Droid Personality Chip
- Weapon Droid Crafting Station Module

Droid Production II

4 Skill Points
67,200 Droid Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Effects Module (Confetti)
- Level 3 Droid Data Module
- Level 3 Droid Item Storage Module
- Level 3 Droid Medical Module
- Prissy Droid Personality Chip
- Scout Trap Projectile Unit
- Stimpack Dispenser Module

Droid Production III

3 Skill Points
86,400 Droid Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Auto-Repair Module
- Effects Module (Mind Bloom)
- General Droid Module Socket Cluster
- Level 2 Droid Structure Maintenance Module
- Level 4 Droid Data Module
- Level 4 Droid Item Storage Module
- Level 4 Droid Medical Module
- Worshipful Droid Personality Chip

Droid Production IV

2 Skill Points
105,600 Droid Crafting Experience

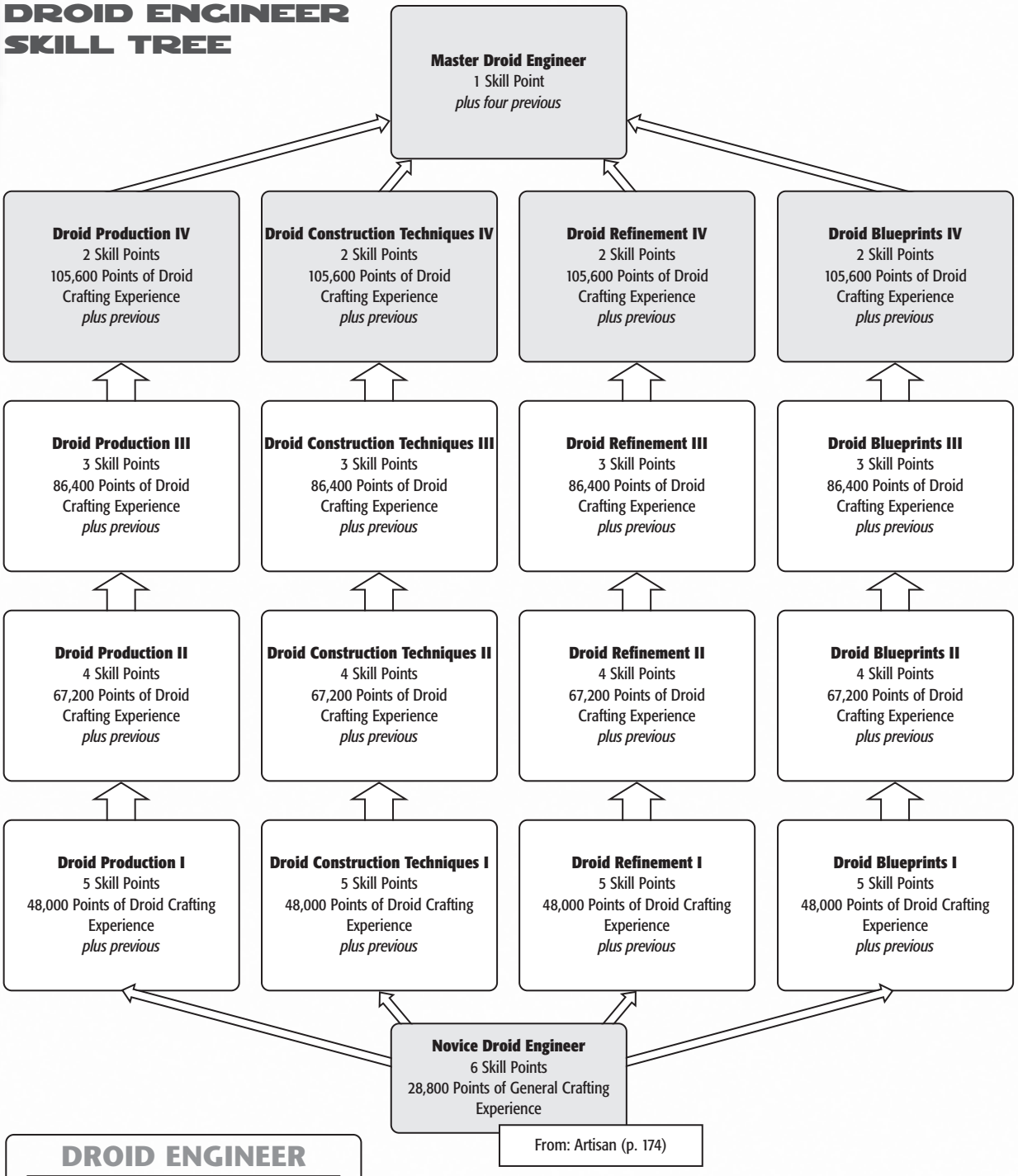
NO SKILL MODS

COMMANDS & ABILITIES

- Effects Module (Dancing Jawa)
- Level 5 Droid Data Module
- Level 5 Droid Item Storage Module
- Level 5 Droid Medical Module
- Slang Droid Personality Chip
- Structure Droid Crafting Station Module

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DROID ENGINEER SKILL TREE



From: Artisan (p. 174)

DROID ENGINEER

ELITE PROFESSION

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Droid Construction Techniques I

5 Skill Points
48,000 Droid Crafting Experience

This improves the Droid Engineer's ability to specialize specific droid qualities.

NO SKILL MODS

COMMANDS & ABILITIES

Droid Armor Module 2
Droid Reconstruction Kit A

Droid Construction Techniques II

4 Skill Points
67,200 Droid Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Combat-Capable Socket Cluster
Droid Armor Module 3
Droid Combat Module
Droid Reconstruction Kit B
Droid Repair Module
Food Droid Crafting Station Module

Droid Construction Techniques III

3 Skill Points
86,400 Droid Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Clothing Droid Crafting Station Module
Droid Armor Module 4
Droid Reconstruction Kit C

Droid Construction Techniques IV

2 Skill Points
105,600 Droid Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Armor Module 5
Droid Reconstruction Kit D

Droid Refinement I

5 Skill Points
48,000 Droid Crafting Experience

This teaches the Droid Engineer additional schematics for droid component construction.

SKILL MODS	VALUE
Droid Experimentation	+10
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit A

Droid Refinement II

4 Skill Points
67,200 Droid Crafting Experience

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit B

Droid Refinement III

3 Skill Points
86,400 Droid Crafting Experience

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit C

Droid Refinement IV

2 Skill Points
105,600 Droid Crafting Experience

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit D

Droid Blueprints I

5 Skill Points
48,000 Droid Crafting Experience

This teaches the Droid Engineer additional schematics for droid construction.

SKILL MODS	VALUE
Droid Assembly	+10

COMMANDS & ABILITIES

Deed for: DZ70 Droid
Deed for: MSE Droid, Advanced Model
Deed for: R5 Droid
Deed for: Treadwell Droid
Droid Sensor Package
Manipulator Arm Package Set
Seeker Droid
v2 Flight Computer

Droid Blueprints II

4 Skill Points
67,200 Droid Crafting Experience

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

Advanced Droid Frame Unit
Advanced Droid Motive System
Deed: DZ70 Droid, Advanced Model
Deed: Power Droid
Deed: R4 Droid
Deed: R5 Droid, Advanced Model
Deed: WED Treadwell, Advanced Model
Droid Brain
R4 ADV Droid Chassis
v3 Flight Computer

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Droid Blueprints III

3 Skill Points
86,400 Droid Crafting Experience

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

- Advanced Droid Brain
- Arakyd Probe Droid
- Deed for: LE Repair Droid
- Deed for: Power Droid, Advanced Model
- Deed for: Probot
- Deed for: R2 Droid
- Deed for: R4 Droid, Advanced Model
- Deed for: Surgical Droid
- LE Repair ADV Droid Chassis
- Probot ADV Droid Chassis
- R2 ADV Droid Chassis
- Surgical ADV Droid Chassis
- v4 Flight Computer

Droid Blueprints IV

2 Skill Points
105,600 Droid Crafting Experience

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

- Binary Load Lifter ADV Droid Chassis
- Deed for: Binary Load Lifter Droid
- Deed for: LE Repair Droid, Advanced Model
- Deed for: Probot, Advanced Model
- Deed for: Protocol Droid
- Deed for: R2 Droid, Advanced Model
- Deed for: R3 Droid
- Deed for: Surgical Droid, Advanced Model
- Protocol ADV Droid Chassis
- R3 ADV Droid Chassis
- v5 Flight Computer

Master Droid Engineer

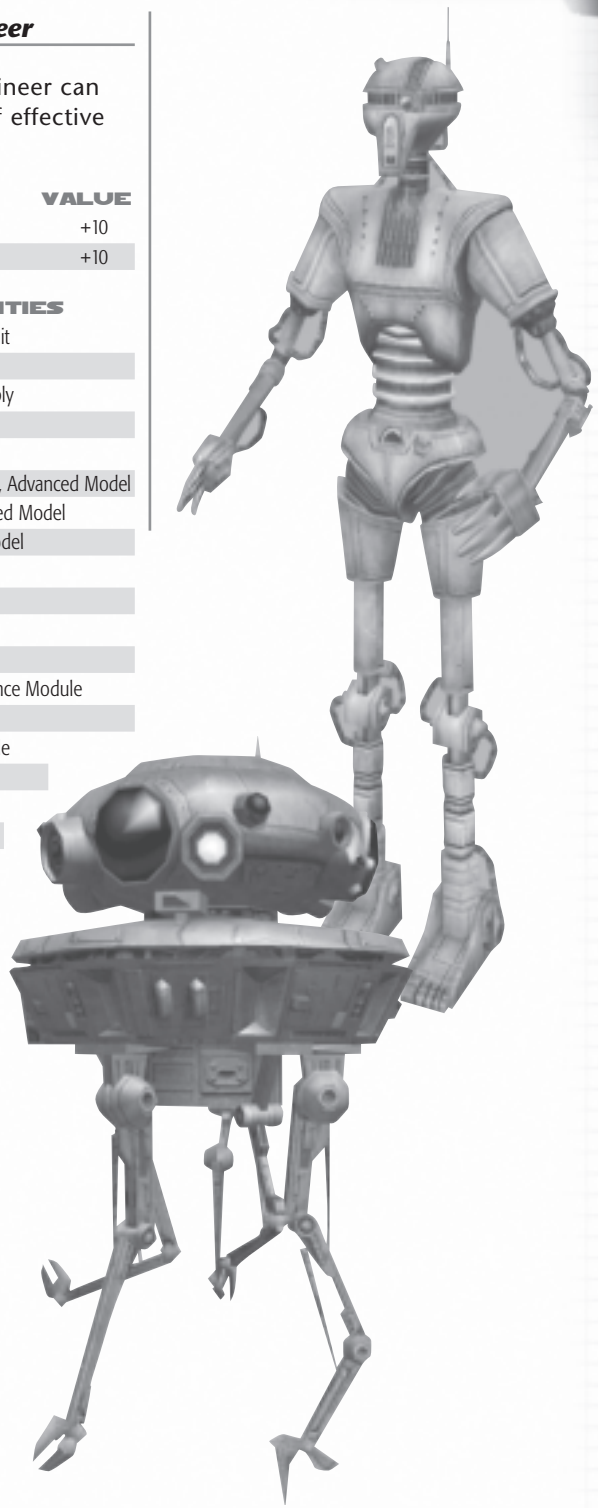
1 Skill Point

The Master Droid Engineer can create a wide range of effective (and deadly) droids.

SKILL MODS	VALUE
Droid Assembly	+10
Droid Experimentation	+10

COMMANDS & ABILITIES

- Advanced Capacitor Discharge Unit
- Advanced Diagnostic Circuit
- Advanced Redundant Power Supply
- Advanced Repair Unit Casing
- Advanced Unit Delivery Cartridge
- Deed for: Binary Load Lifter Droid, Advanced Model
- Deed for: Protocol Droid, Advanced Model
- Deed for: R3 Droid, Advanced Model
- Detonation Module
- Droid Armor Module 6
- Geeky Droid Personality Chip
- Interplanetary Survey Droid
- Level 3 Droid Structure Maintenance Module
- Level 6 Droid Data Module
- Level 6 Droid Item Storage Module
- Level 6 Droid Medical Module
- Ship Component Crafting Module
- v6 Flight Computer



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FENCER

"An elegant weapon for a more civilized age."

Derived from Brawler, p. 180.

The Fencer is a master of martial finesse, dealing death at the point of his sword to anyone foolish enough to challenge him. Always willing to demonstrate his expertise, the Fencer often can be found at the center of a barroom melee, street fight, or group of traveling mercenaries. Unlike combatants who use more cumbersome ranged or two-handed weapons, the Fencer prefers the stylish precision of lighter, more dynamic, one-handed weapons that allow for the speedy evasion of less-nimble attackers.

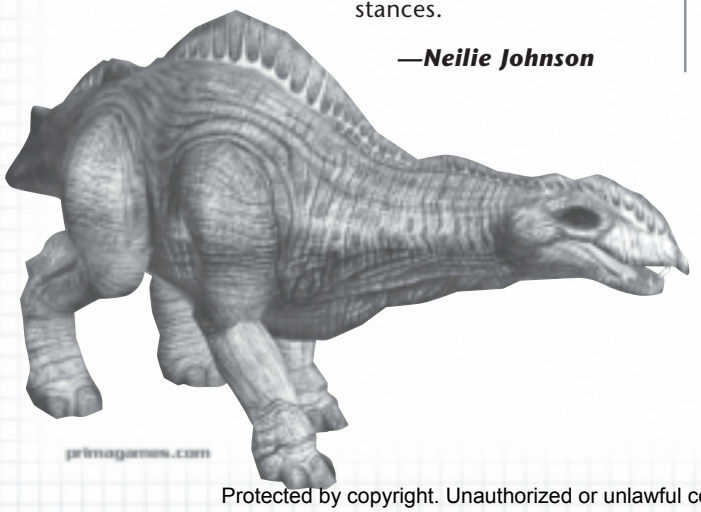
Fencers are trained in the use of swords, knives, Rykk blades, and vibroblades and fight efficiently by employing controlled, stabbing moves, and avoiding broad, energy-wasting tactics. Tactically, a fencer specializes in damage-over-time, and point-blank area-of-effect attacks.

They are proficient in all manner of defensive maneuvers and can recover quickly from the blows they receive. Fencers' skills are always in demand, enabling them to pursue careers both in and outside the urban cityscape. In town, they can become bodyguards, peacekeepers, and professional duelists. Out in the wild they can become hunters, adventurers, or soldiers in the Galactic Civil War.

The Fencer must master the Brawler profession, plus train extensively in technique, footwork, grips, and stances.

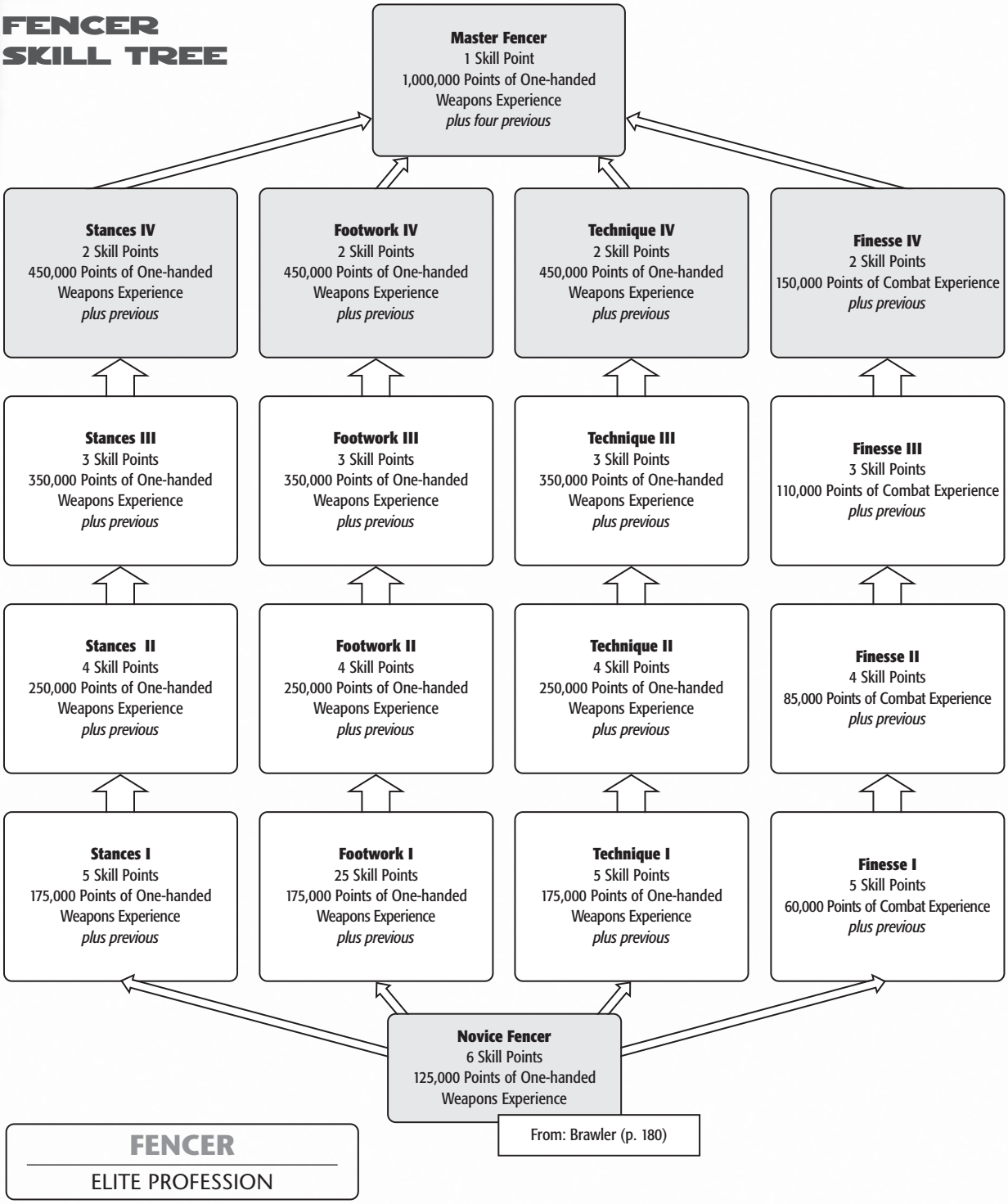
—Neilie Johnson





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FENCER SKILL TREE



FENCER

ELITE PROFESSION

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Novice Fencer

6 Skill Points

125,000 One-Handed Weapons Experience

The Novice Fencer begins learning the specialized moves involved in mastering the one-handed sword — a swift and efficient weapon.

SKILL MODS	VALUE
1H Weapon Accuracy	+15
1H Weapon Speed	+5
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation 20%
Battle Armor Movement Mitigation 20%
Battle Armor Rate of Fire Mitigation 20%
Body Hit
WEAPON CERTIFICATION: Blackbane Nail

Stances I

5 Skill Points

175,000 One-Handed Weapons Experience

This concentrates on both melee and ranged defensive techniques.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Scatter Hit

Stances II

4 Skill Points

250,000 One-Handed Weapons Experience

This concentrates on both melee and ranged defensive techniques.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 30%

Stances III

3 Skill Points

350,000 One-Handed Weapons Experience

This concentrates on attacks that scatter a number of strikes against multiple parts of an opponent's body.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Improved Scatter Hit

Stances IV

2 Skill Points

450,000 One-Handed Weapons Experience

This concentrates on both melee and ranged defensive techniques. At this level of skill, you should also be able to easily shake off any disorienting blows.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Movement Mitigation 40%
Stun Recovery

Footwork I

5 Skill Points

175,000 One-Handed Weapons Experience

This teaches the basics of how to position oneself to deal faster fencing attacks.

SKILL MODS	VALUE
1H Weapon Speed	+10

COMMANDS & ABILITIES

Improved Lunge

Footwork II

4 Skill Points

250,000 One-Handed Weapons Experience

This teaches the technique of quick attacks coupled with a better understanding of posture defense.

SKILL MODS	VALUE
1H Weapon Speed	+10

COMMANDS & ABILITIES

Cripple Attack

Footwork III

3 Skill Points

350,000 One-Handed Weapons Experience

This grants the Fencer an excellent grasp of how posture and footwork can help her defend herself from an opponent who is determined to drive her to a more vulnerable position.

SKILL MODS	VALUE
1H Weapon Speed	+5
Melee Speed	+5

COMMANDS & ABILITIES

Dizzy Recovery

Footwork IV

2 Skill Points

450,000 One-Handed Weapons Experience

This is the most advanced fencing footwork technique taught; at this level of skill a Fencer has a much faster attacking technique.

SKILL MODS	VALUE
1H Weapon Speed	+5
Melee Speed	+5

COMMANDS & ABILITIES

Improved Cripple Attack

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Technique I

5 Skill Points
175,000 One-Handed Weapons Experience

This focuses on blinding techniques.

SKILL MODS	VALUE
Melee Defense	+5

COMMANDS & ABILITIES
Blind Attack

Technique II

4 Skill Points
250,000 One-Handed Weapons Experience

This focuses on recovery from a temporary blinding.

SKILL MODS	VALUE
Melee Defense	+5

COMMANDS & ABILITIES
Battle Armor Accuracy Mitigation 30%
Blind Recovery
WEAPON CERTIFICATION: Eventide Smasher

Technique III

3 Skill Points
350,000 One-Handed Weapons Experience

This focuses on advanced blinding techniques.

SKILL MODS	VALUE
Melee Defense	+5

COMMANDS & ABILITIES
Improved Blind Attack

Technique IV

2 Skill Points
450,000 One-Handed Weapons Experience

This focuses on precision attacks against the torso and arms of an opponent.

SKILL MODS	VALUE
Melee Defense	+5

COMMANDS & ABILITIES
Battle Armor Accuracy Mitigation 40%
Improved Body Hit

Finesse I

5 Skill Points
60,000 Combat Experience

This stresses accurate body attacks that cause the opponent to bleed to death.

SKILL MODS	VALUE
1H Weapon Accuracy	+5
Melee Accuracy	+5

COMMANDS & ABILITIES
Improved Bleed Attack

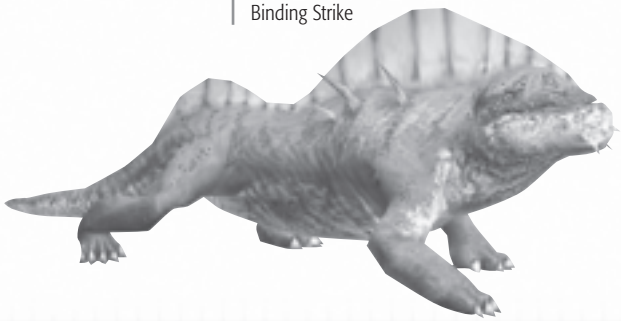
Finesse II

4 Skill Points
85,000 Combat Experience

This stresses attacks that reduce an opponent's ability to regain his breath.

SKILL MODS	VALUE
1H Weapon Accuracy	+5
Melee Accuracy	+10

COMMANDS & ABILITIES
Binding Strike



Finesse III

3 Skill Points
110,000 Combat Experience

This teaches the Fencer how to open an opponent's veins with just a flick of the blade.

SKILL MODS	VALUE
Melee Accuracy	+15

COMMANDS & ABILITIES
Advanced Bleed Attack
Battle Armor Rate of Fire Mitigation 30%

Finesse IV

2 Skill Points
150,000 Combat Experience

This shows a Fence how to tire out an opponent and then finish her off. At this level a Fencer can do considerable damage against an opponent's body.

SKILL MODS	VALUE
Melee Accuracy	+20

COMMANDS & ABILITIES
Improved Binding Strike

Master Fencer

1 Skill Point
1,000,000 One-Handed Weapons Experience

The Master Fencer completes the specialization of the one-handed sword, making her one of the fiercest melee opponents.

SKILL MODS	VALUE
Melee Accuracy	+10
Melee Defense	+25
Melee Speed	+10
Ranged Defense	+25

COMMANDS & ABILITIES
Advanced Blind Attack
Advanced Lunge
Battle Armor Rate of Fire Mitigation 40%
WEAPON CERTIFICATION: Stun Baton

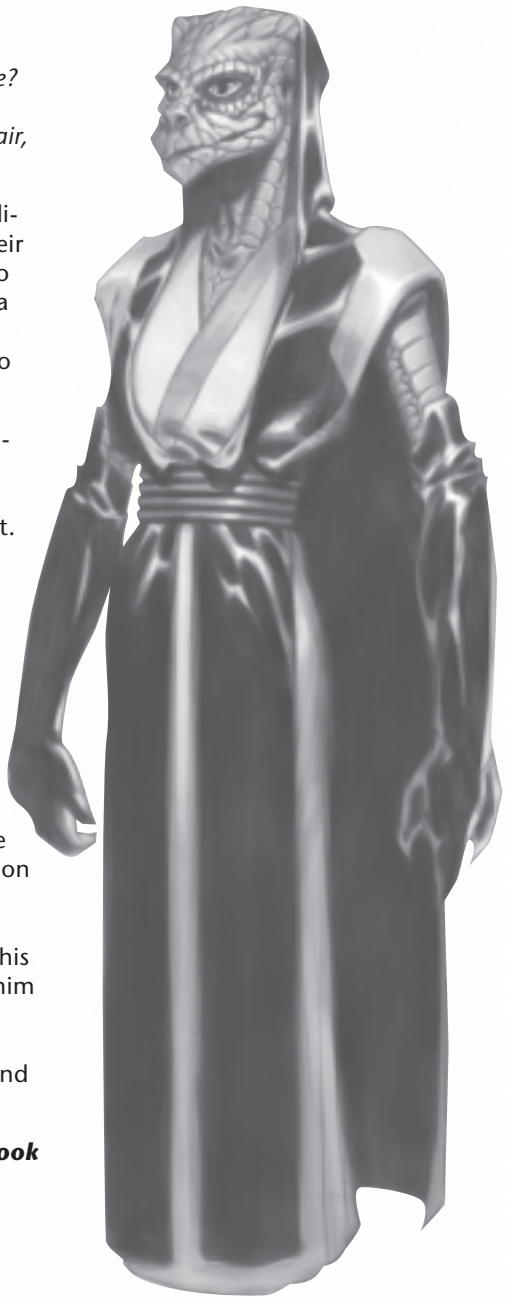
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IMAGE DESIGNER

"Who's scruffy-lookin?"

Derived from Entertainer, p. 185.

Tired of the same old look? Need to work on your image? No problem! A professional image designer is the key to your bad hair day. Players in this profession can style hair, change tattoos, design clothing and more!



One thing that binds all species in this galaxy (in addition to the Force) is that they are conscious about their looks. Every species has its own sense of aesthetics, so while a tall, muscular figure is ideal for human men, a short, fat figure might be attractive for Rodian males. But trends change on a daily basis, so people come to the Image Designer to help them stay en vogue.

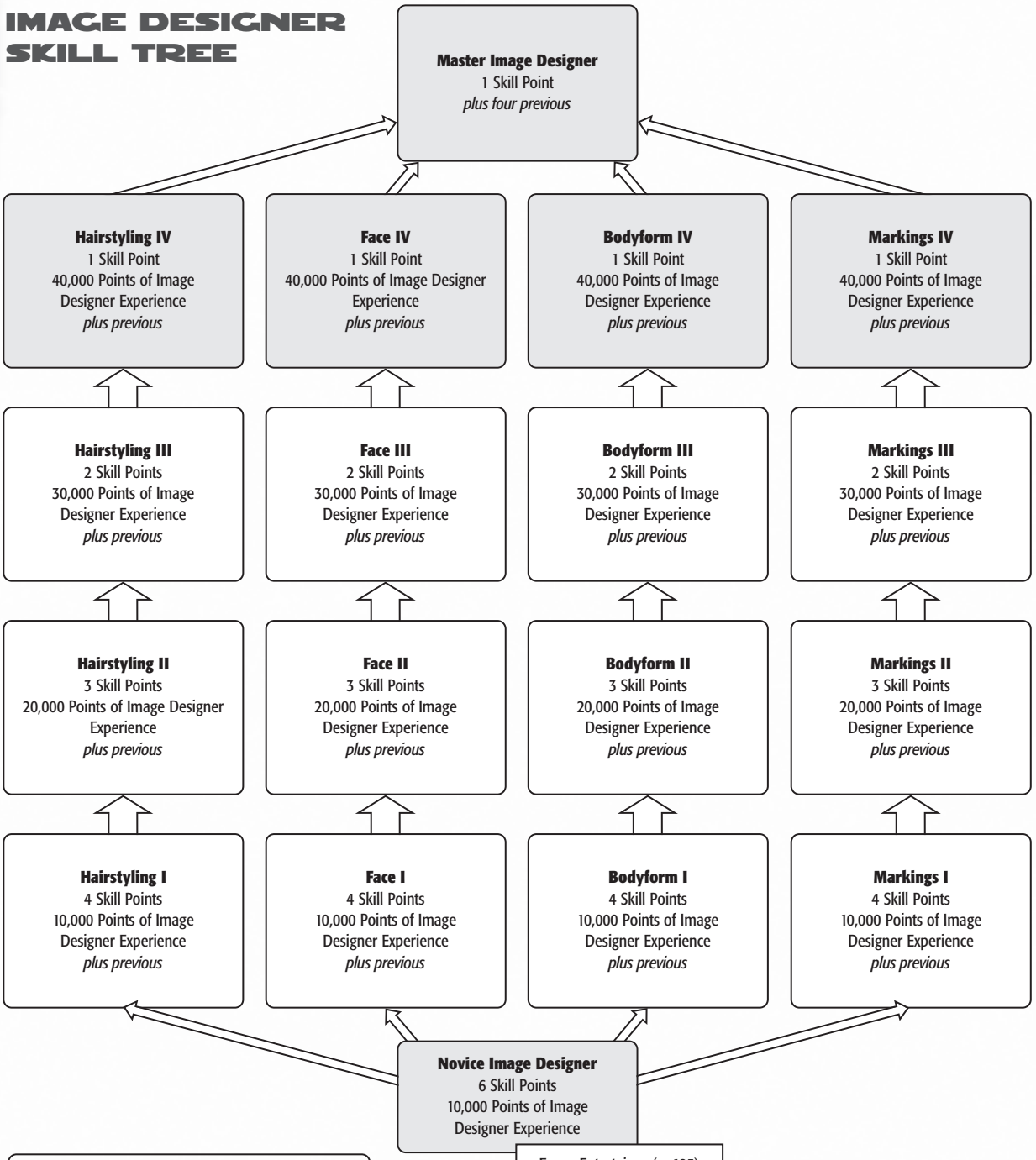
The monetary rewards for image designing are potentially high, but the path to becoming an Image Designer is only for those dedicated to the craft. An Image Designer is more than just a glorified hairstylist. Not only can they alter hair appearance, lekku style, and tattoos, but they can modify a person's weight, height, and facial features. In order to perform such modifications, Image Designers need to be proficient in the use of both scissors and scalpels, so they also need training in the medicinal arts. Mastery of both the Entertainer and Medic professions are needed to become an Image Designer, so those who attain this hybrid profession will be in high demand.

The life of an Image Designer is rewarding in a unique way. For instance, perhaps a male Twi'lek has a crush on a female Zabrak, only to learn that she likes men with red eyes and she cannot stand it when Twi'leks wrap their lekkus around their necks. Who else could help this poor Twi'lek but an Image Designer, who could give him some blood-red eyes and throw those lekkus over his back? This is one of an endless number of scenarios where the Image Designer helps to bring tranquility and fun to the galaxy during times of war.

— Ben Estabrook

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IMAGE DESIGNER SKILL TREE



From: Entertainer (p. 185)

IMAGE DESIGNER

ELITE PROFESSION

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Novice Image Designer

6 Skill Points
10,000 Image Designer Experience

The Image Designer is skilled in perfecting the appearance of other characters. The professional hair designer is your solution to a bad hair day — or even a bad face day! He or she can change almost any aspect of a character's appearance, and skilled Image Designers gain the ability to use hair styles unavailable to the novice.

SKILL MODS	VALUE
Hairstyling	+1
Bodyform	+1
Face-form	+1

NO COMMANDS & ABILITIES

Hairstyling I

4 Skill Points
10,000 Image Designer Experience

This improves the Image Designer's ability to customize hairstyles and colors. This level of skill also allows application of the beehive, brainstorm, Imperial, and Rebel Holo-Emotes.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyling II

3 Skill Points
20,000 Image Designer Experience

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyling III

2 Skill Points
30,000 Image Designer Experience

SKILL MODS	VALUE
Hair Styling	+2

NO COMMANDS & ABILITIES

Hairstyling IV

1 Skill Point
40,000 Image Designer Experience

SKILL MODS	VALUE
Hair Styling	+2

NO COMMANDS & ABILITIES

Face I

4 Skill Points
10,000 Image Designer Experience

This allows the Image Designer to customize his customers' facial features.

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face II

3 Skill Points
20,000 Image Designer Experience

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face III

2 Skill Points
30,000 Image Designer Experience

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face IV

1 Skill Point
40,000 Image Designer Experience

SKILL MODS	VALUE
Face-form	+2

NO COMMANDS & ABILITIES

Bodyform I

4 Skill Points
10,000 Image Designer Experience

This turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

SKILL MODS	VALUE
Bodyform	+1

NO COMMANDS & ABILITIES

Bodyform II

3 Skill Points
20,000 Image Designer Experience

SKILL MODS	VALUE
Bodyform	+1

NO COMMANDS & ABILITIES

Bodyform III

2 Skill Points
30,000 Image Designer Experience

SKILL MODS	VALUE
Bodyform	+2

NO COMMANDS & ABILITIES

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Bodyform IV

1 Skill Point
40,000 Image Designer Experience

SKILL MODS	VALUE
Bodyform	+2

NO COMMANDS & ABILITIES

Markings I

4 Skill Points
10,000 Image Designer Experience

This allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

SKILL MODS	VALUE
Marking Design	+1

NO COMMANDS & ABILITIES

Markings II

3 Skill Points
20,000 Image Designer Experience

SKILL MODS	VALUE
Marking Design	+1

NO COMMANDS & ABILITIES

Markings III

2 Skill Points
30,000 Image Designer Experience

SKILL MODS	VALUE
Marking Design	+2

NO COMMANDS & ABILITIES

Markings IV

1 Skill Point
40,000 Image Designer Experience

SKILL MODS	VALUE
Marking Design	+2

NO COMMANDS & ABILITIES

Master Image Designer

1 Skill Point

The Master Image Designer is able to customize everything about a specific character, and apply a Holo-Emote generator capable of displaying any Holo-Emote the user wishes.

SKILL MODS	VALUE
Marking Design	+2
Bodyform	+2
Face-form	+2

NO COMMANDS & ABILITIES



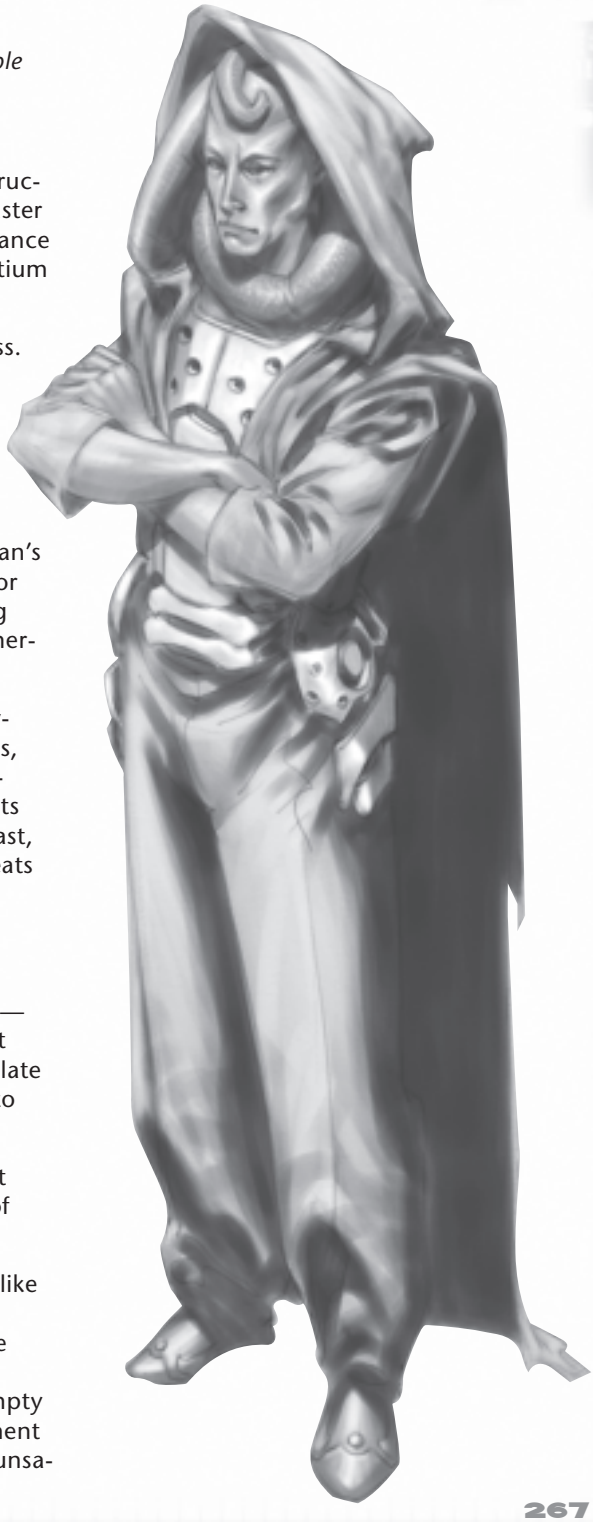


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MERCHANT

"Listen to you—you sound like a businessman, a responsible leader."

Derived from Artisan, p. 174.



The benefits of being a merchant are many. Reduced structure fees alone is a major reason to take this class; a master merchant can save about 80% of the structure maintenance fees — a pretty good savings if you're a mineral consortium merchant who's out to make a little on the side.

Still, don't overlook the other trees in the merchant class. The ability to advertise yourself on the planetary map is a definite benefit – it makes pointing out your location to potential customers so much easier. The last two trees – Hiring and Additional Vendors — let you place a multitude of vendors at any location you have administrative rights to. It also allows you to customize your vendors within racial requirements (e.g., Trandoshan's can't wear boots). If you're an armor or weaponsmith, or even a tailor, this becomes a valuable tool for displaying your wares. It's even possible to team up with several merchants and make your own mall.

For complementary classes, you can take just about anything. Merchant is valuable to any of the crafting classes, ranging from Artisan to Armorsmith, as well as the non-crafting classes. Or to any class who find strange artifacts and valuable items on their travels. And last, but not least, scouts who usually carry an healthy supply of hides, meats and bones of critters they've dispatched.

LEARNING TO BE A MERCHANT

How does one succeed in the Merchant class? Fear not — once you start Merchant and place a vendor, you'll start gaining merchant experience. Eventually, you'll accumulate enough to make Master Merchant. Here are a few tips to make the journey a bit easier.

- Drop as many vendors as you have, putting different items on each vendor. Why? You get a set amount of experience per day per vendor.
- The Merchant seeks adventure and excitement, just like every other non-Jedi. The only difference is that the Merchant knows that the scorch of blaster fire or the jaws of a krayt are not the only places to find it. Adventure is trying to stay afloat with only a half-empty bottle of Corellian brandy in the stockroom. Excitement is in the acquisition of a shipment of spice from an unsa-

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vory supplier and the exhilaration of unloading it onto an unsuspecting populace at a 2,000 percent markup.

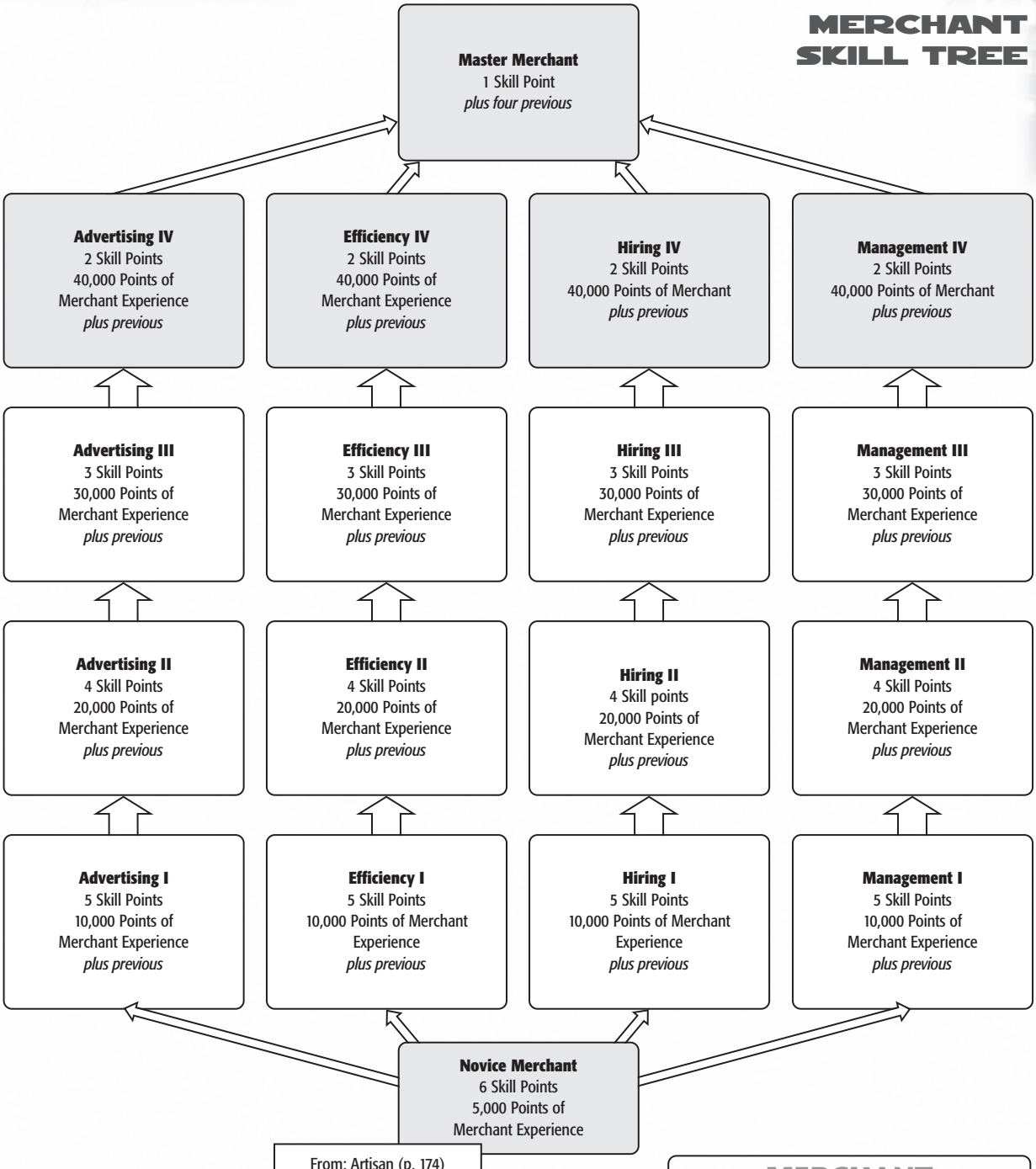
- To succeed, the Merchant needs to learn about advertising, making one's business known in the INNER and the OUTER CORE, and the art of sales to increase the bottom line. The combination of experience in hiring and management training enables one to handle a large professional staff, working day and night to accomplish the Merchant's goals. But in the end, the Merchant must run the business as if playing a high stakes game of sabacc, with a cool calculating mind, a little bit of luck, and the use of devious means whenever necessary.
- Hold onto a shipment of imported fruit a week too long, obtain a defective batch of DXR6 carbines or misgauge the popularity of formal dresses on Tatooine, and the luxurious surroundings of a prosperous Merchant will be exchanged for the grime of a pauper. Fear of these dangers makes this world of high stakes arbitrage open only to those who have paid their dues as an Artisan learning the principles of business.
- Follow your instincts and you will have more wealth than you can imagine. Provide the goods that the populace wants and you will be a leader of the community. And remember one thing: Greed is good.
- The Merchant in ***Star Wars* Galaxies** isn't really a stand alone class, Instead the class is most often coupled with another crafting or adventuring class. This is not to say that a merchant consortium can't exist. But, it's far easier trying to sell your own items for profit than to try to sell someone else's.
- Add a surcharge to enter your buildings — it only needs to be a nominal fee, say 1 credit. This means that each different person who enters your house earns you a small amount of merchant experience. This works great if you're in a large guild and have a few buddies who are willing to help out.
- Browse the bazaar. You gain a small amount of experience for buying and selling items there.
- If you can afford it, put a lot of high-value items on a vendor for a super-low price and charge an entrance fee to your house. All that's left is to advertise the fact that you have these wanted items at the lowest price. You should make a killing on the merchant experience, but you'll take a loss monetary-wise.
- Or, if you prefer, gradually work your way through the class and enjoy playing with the different abilities it grants. The choice is yours.

Merchant Profession researched by Marc Quesnel (Nylan T'biggs).



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MERCHANT SKILL TREE



MERCHANT
ELITE PROFESSION

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Novice Merchant

6 Skill Points
5,000 Merchant Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, the player earns the ability to place an NPC vendor of a random playable species. The Merchant also has the ability to place control vendors at a time.

SKILL MODS	VALUE
Hiring	+10
Vendor Item Limit	+500
Vendors	+1

NO COMMANDS & ABILITIES

Advertising I

5 Skill Points
10,000 Merchant Experience

Merchants who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a customer approaches. This option appears under the Vendor Control menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising II

4 Skill Points
20,000 Merchant Experience

This allows the player the option of teaching their NPC vendors customized strings of text which to greet potential customers. This option appears as a part of the Ad Barking menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising III

3 Skill Points
30,000 Merchant Experience

This skill gives the Merchant the option to advertise their vendors on the planetary map. The option to Register Vendor on the planetary map appears in the Vendor Control menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising IV

2 Skill Points
40,000 Merchant Experience

At this skill level, the cost to advertise on the planetary map is reduced by half.

NO SKILL MODS

COMMANDS & ABILITIES
Reduce Advertising Fees

Efficiency I

5 Skill Points
10,000 Merchant Experience

At this skill level, the merchant can list items on the global bazaar for a reduced fee (about 25 percent)

NO SKILL MODS

COMMANDS & ABILITIES
Reduced Bazaar Fees



Efficiency II

4 Skill Points
20,000 Merchant Experience

At this skill level, the merchant can maintain vendors for a reduced price.

NO SKILL MODS

COMMANDS & ABILITIES
Reduced Vendor Fees

Efficiency III

3 Skill Points
30,000 Merchant Experience

At this skill level, the merchant can list items on the global bazaar for a greatly reduced fee.

SKILL MODS	VALUE
Vendor Item Limit	+150

COMMANDS & ABILITIES
Reduced Bazaar Fees

Efficiency IV

2 Skill Points
40,000 Merchant Experience

At this skill level, the merchant can maintain structures for a reduced fee and place merchant tents

SKILL MODS	VALUE
Vendors	+1
Vendor Item Limit	+150

COMMANDS & ABILITIES
Place Merchant Tent
Reduced Maintenance Fees

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Hiring I

5 Skill Points
10,000 Merchant Experience

As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

SKILL MODS	VALUE
Hiring	+20

NO COMMANDS & ABILITIES

Hiring II

4 Skill Points
20,000 Merchant Experience

SKILL MODS	VALUE
Hiring	+10

NO COMMANDS & ABILITIES

Hiring III

3 Skill Points
30,000 Merchant Experience

SKILL MODS	VALUE
Hiring	+15

NO COMMANDS & ABILITIES

Hiring IV

2 Skill Points
40,000 Merchant Experience

At this skill level the player gains the ability to customize his vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner can not be regained.

SKILL MODS	VALUE
Hiring	+15

NO COMMANDS & ABILITIES

Management I

5 Skill Points
10,000 Merchant Experience

Each rank in Management grants the player the ability to place an additional vendor.

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1
Vendor Item Limit	+500

NO COMMANDS & ABILITIES

Management II

4 Skill Points
20,000 Merchant Experience

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1
Vendor Item Limit	+500

NO COMMANDS & ABILITIES

Management III

3 Skill Points
30,000 Merchant Experience

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+2
Vendor Item Limit	+500

NO COMMANDS & ABILITIES

Management IV

2 Skill Points
40,000 Merchant Experience

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+2
Vendor Item Limit	+500

NO COMMANDS & ABILITIES

Master Merchant

1 Skill Point

The Master Merchant is skilled at all forms of business and has the largest number of vendor types to choose from. At this level, the merchant can run vendors for 60% of the normal maintenance cost.

SKILL MODS	VALUE
Hiring	+10
Vendors	+2
Vendor Item Limit	+1000

COMMANDS & ABILITIES

Reduced Vendor Fees

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MUSICIAN

"You old smoothie."

Derived from Entertainer, p. 185.

Musicians have several instruments to perform with, each with a unique sound. The kloo and slither-horns sound like reed instruments, the ommni box gives a bottom to the music with its bass, and the well-known nalargon keyboard keeps the melody flowing. A Musician performing with any of these instruments can hold an audience, but with the addition of each instrument in the group comes a new musical phrase that brings a more rounded sound to the performance as a whole.

But what good are instruments without good songs to play on them? Musicians have 10 songs to entertain with, along with eight flourishes for each song, to add a personal touch to each performance. To give their performances more flair, Musicians also have several effects at their disposal such as firejets, dazzle, and color lights!

The importance of Musicians goes beyond just healing wounds and fatigue. When many Musicians come together to jam and they all hit their flourishes right on the mark, they help their audience put aside their differences and forget that a Galactic Civil War is raging outside.

— Ben Estabrook

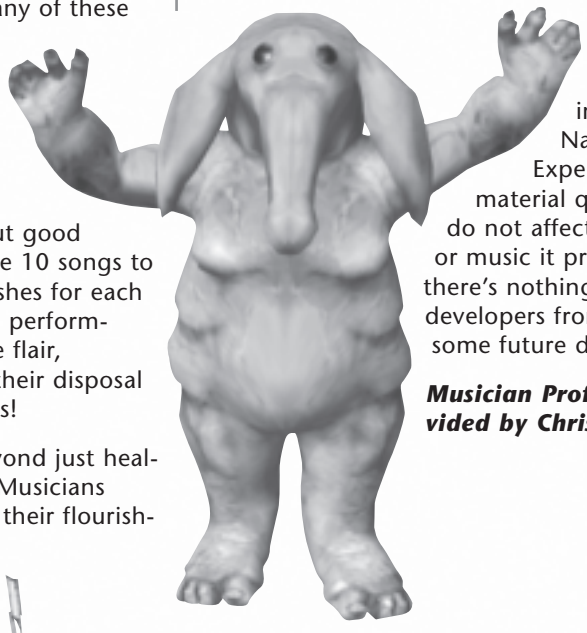
TIPS ON MUSICIANSHIP

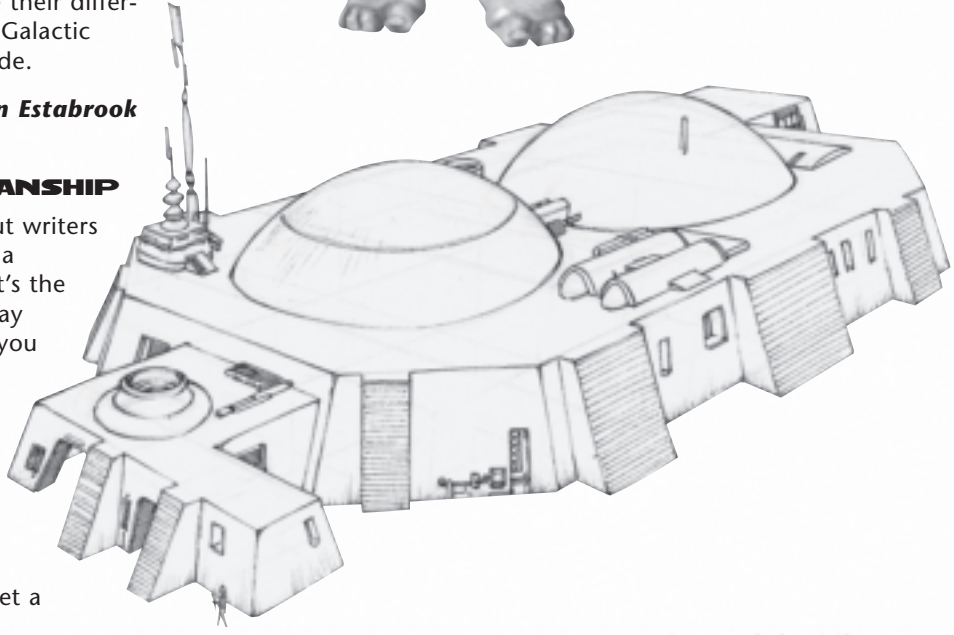
Like the old saying about writers goes, "A writer writes," a Musician plays, and that's the only way to advance. Play the highest-level songs you can, using the highest-level instruments you can, and do as many flourishes and special effects as your pools will let you to advance.

The problem with the above is that you also get a lot of experience from playing in a band, and the band can only play the highest song all the members know. Additionally, a band full of kloos just doesn't convey the presence Musicians are there to present, so you can't always play what you want all the time.

As with Entertainers, Musicians can create their own instruments using the General Crafting tool, and get the ability to make more complex instruments as they advance, up to and including the massive Narlagon keyboard. Experimentation and material quality currently do not affect the instrument or music it produces, though there's nothing stopping the developers from adding that at some future date.

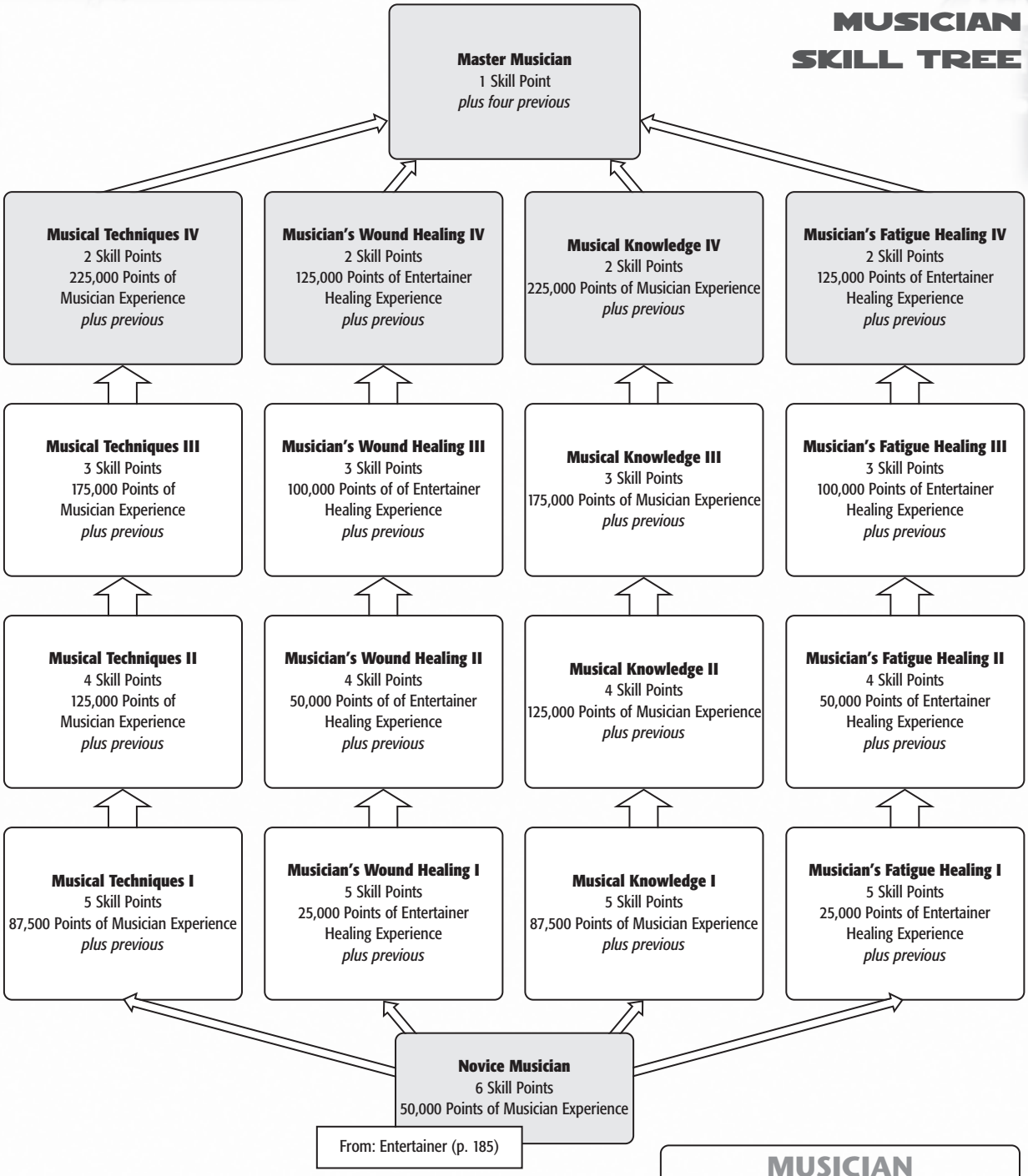
Musician Profession Tips provided by Chris Pinckard.





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MUSICIAN SKILL TREE



MUSICIAN
ELITE PROFESSION

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Novice Musician

6 Skill Points
50,000 Musician Experience

Musicians use their skill to heal and relax the minds of other players. Skilled Musicians who participate in a band can perform many songs with a wide range of flourishes on several instruments.

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+10
Instrument Assembly	+10
Music Knowledge	+5
Musical Mind Enhancement	+10
Wound Healing (Music)	+5

COMMANDS & ABILITIES

Fanfar (instrument)
Kloo Horn (instrument)
Dual Wave Synthesizer
Register Location with Planetary Map
Traz (instrument)

Musical Techniques I

5 Skill Points
87,500 Musician Experience

This improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/start music list** to see a list of available songs.

SKILL MODS	VALUE
Musical Mind Enhancement	+10
Instrument Assembly	+10

COMMANDS & ABILITIES

Colored Lights
Dazzle
Spot Light

Musical Techniques II

4 Skill Points
125,000 Musician Experience

SKILL MODS	VALUE
Musical Mind Enhancement	+10
Instrument Assembly	+15

COMMANDS & ABILITIES

Fire Jet
Mandovoil (instrument)
Traz (instrument)
Fire Jet

Musical Techniques III

3 Skill Points
175,000 Musician Experience

SKILL MODS	VALUE
Musical Mind Enhancement	+20
Instrument Assembly	+15

COMMANDS & ABILITIES

Bandfill (instrument)
Chidinkalu Horn (instrument)
Ventriloquism

Musical Techniques IV

2 Skill Points
225,000 Musician Experience

SKILL MODS	VALUE
Musical Mind Enhancement	+25
Instrument Assembly	+25

COMMANDS & ABILITIES

Ommni Box (instrument)
Nalargon (instrument)

Musician's Wound Healing I

5 Skill Points
25,000 Entertainer Healing Experience

This improves the Musician's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Musician's Wound Healing II

4 Skill Points
50,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Wound Healing III

3 Skill Points
100,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Wound Healing IV

2 Skill Points
125,000 Entertainer Healing Experience

SKILL MODS	VALUE
Wound Healing (Music)	+15

NO COMMANDS & ABILITIES



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Musical Knowledge I

5 Skill Points
87,500 Musician Experience

This grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES
Ballad (song)

Musical Knowledge II

4 Skill Points
125,000 Musician Experience

SKILL MODS	VALUE
Musical Knowledge	+10

COMMANDS & ABILITIES
Bandfill (instrument)

Musical Knowledge III

3 Skill Points
175,000 Musician Experience

SKILL MODS	VALUE
Musical Knowledge	+10

COMMANDS & ABILITIES
Chidinkalu Horn (instrument)
Waltz (song)

Musical Knowledge IV

2 Skill Points
225,000 Musician Experience

SKILL MODS	VALUE
Musical Knowledge	+15

COMMANDS & ABILITIES
Ommni Box (instrument)
Jazz (song)

Musician's Fatigue Healing I

5 Skill Points
25,000 Entertainer Healing Experience

This improves the Musician's ability to heal Battle Fatigue.

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Fatigue Healing II

4 Skill Points
50,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Fatigue Healing III

3 Skill Points
100,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+20

NO COMMANDS & ABILITIES

Musician's Fatigue Healing IV

2 Skill Points
125,000 Entertainer Healing Experience

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+25

NO COMMANDS & ABILITIES

Master Musician

1 Skill Point

The master Musician knows all the songs and instruments available, and has all the tools to put on a professional performance.

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+25
Instrument Assembly	+25
Melee Defense	+7
Music Knowledge	+15
Musical Mind Enhancement	+25
Ranged Defense	+7
Wound Healing (Music)	+15

COMMANDS & ABILITIES
Nalargon (instrument)
Place Cantina
Place Theater
Virtuoso (song)

LEVEL	SONG	INSTRUMENT
Novice	None	Dual Wave Synthesizer, Fanfar, Kloo Horn, Traz
M. Know. I	Ballad	None
M. Know. II	None	Bandfill
M. Know. III	Waltz	Chidinkalu Horn
M. Know. IV	Jazz	Ommni Box
Master	Virtuoso	Nalargon



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PIKEMAN

"Hey! Point that thing someplace else!"

Derived from Brawler, p. 180.

The Pikeman skillfully wields his combat staff, creating a zone of lethal centrifugal force around himself that only the foolhardy dare enter. Anyone approaching his deadly radius should expect to feel pain. His weapons of choice are staves, batons and lances and he uses them to perform his most dangerous moves: sweeps, stuns, area hits, and spin attacks.

The Pikeman is a formidable opponent who uses strength, speed, unpredictable rotating maneuvers, and sophisticated footwork to attack and defend easily against single or multiple adversaries. He blocks hits with lightning speed and is difficult to dizzy or knock down. His skills are manifold, and he may use them to become a renowned explorer, skilled huntsman, or valuable ally in conflicts both local and interplanetary.

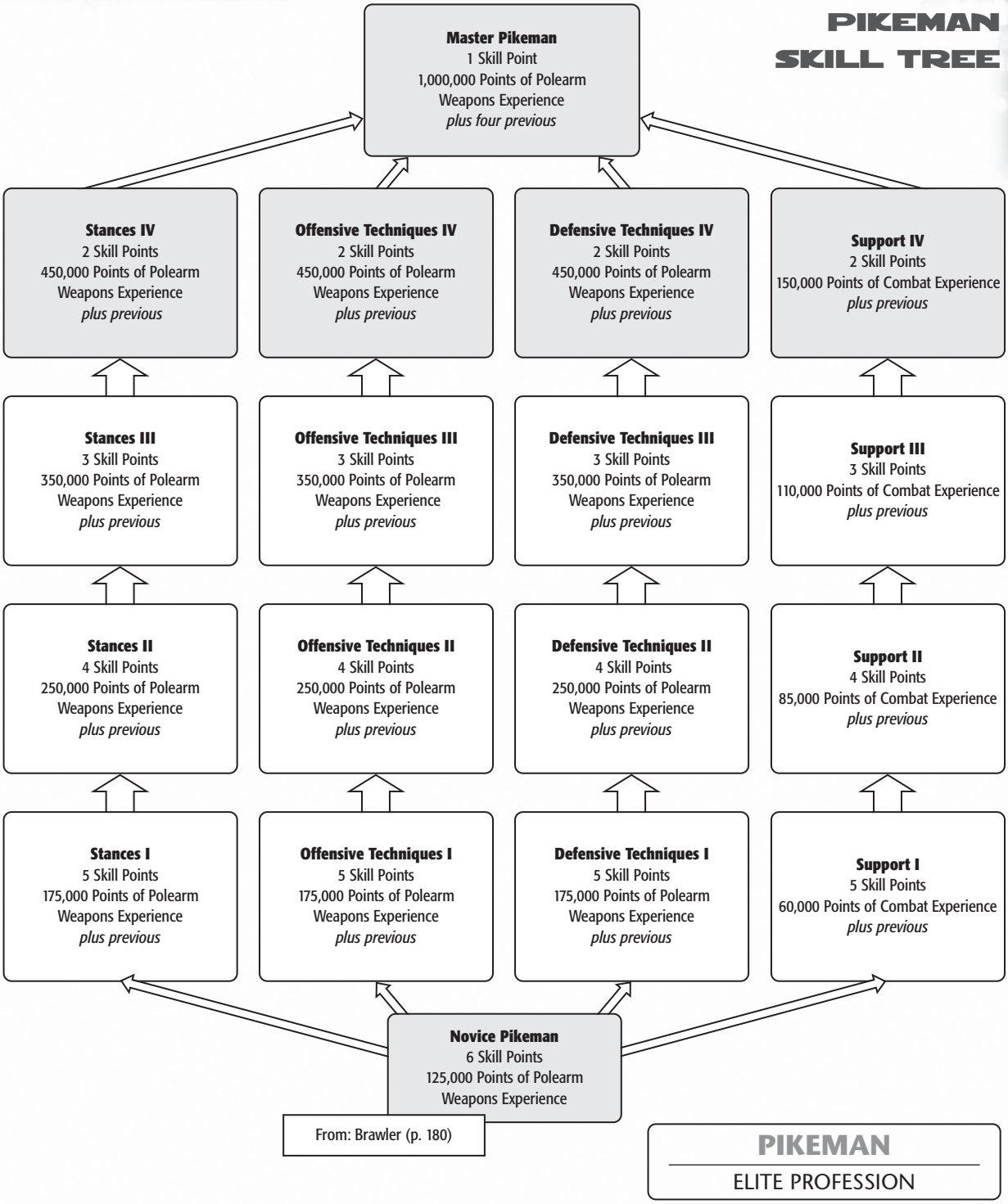
The Pikeman's attacks reduce his foes' to-hit and damage potential. That's his only defensive edge, but it can be a potent one. However, to last in a fight, the Pikeman has to make sure he hits first, and keeps hitting, to keep the enemy's attack effectiveness as low as possible.

— Neilie Johnson



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PIKEMAN SKILL TREE



PIKEMAN
ELITE PROFESSION

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Novice Pikeman

6 Skill Points
125,000 Polearm Weapons Experience

The Novice Pikeman excels at using the longest melee weapons. Through polearms aren't as fast as other melee weapons, they can deal a heavy blow. The Novice Pikeman begins to learn this specification.

SKILL MODS	VALUE
Melee Accuracy	+15
Melee Defense	+10
Polearm Speed	+5
Ranged Defense	+10

COMMANDS & ABILITIES
Leg Hit

Stances I

5 Skill Points
175,000 Polearm Weapons Experience

This teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

SKILL MODS	VALUE
Polearm Speed	+5

COMMANDS & ABILITIES
Improved Sweep Attack

Stances II

4 Skill Points
250,000 Polearm Weapons Experience

SKILL MODS	VALUE
Polearm Speed	+15

COMMANDS & ABILITIES
Dizzy Recovery

Stances III

3 Skill Points
350,000 Polearm Weapons Experience

SKILL MODS	VALUE
Melee Speed	+5

COMMANDS & ABILITIES
Advanced Sweep Attack
Weapon Certification: Pestilence

Stances IV

2 Skill Points
450,000 Polearm Weapons Experience

A Pikeman at this level of training has a very fast attack speed and can seriously inhibit and damage multiple attackers simultaneously.

SKILL MODS	VALUE
Melee Speed	+5

NO COMMANDS & ABILITIES

Offensive Techniques I

5 Skill Points
175,000 Polearm Weapons Experience

This begins the Pikeman on the road to learning powerful spinning attacks.

SKILL MODS	VALUE
Melee Accuracy	+10

COMMANDS & ABILITIES
Spin Attack

Offensive Techniques II

4 Skill Points
250,000 Polearm Weapons Experience

This teaches a Pikeman how to ram his weapon through his opponent.

SKILL MODS	VALUE
Melee Accuracy	+10

COMMANDS & ABILITIES
Impale

Offensive Techniques III

3 Skill Points
350,000 Polearm Weapons Experience

This teaches even more damaging spinning attacks to the Pikeman.

SKILL MODS	VALUE
Melee Accuracy	+10

COMMANDS & ABILITIES
Improved Spin Attack

Offensive Techniques IV

2 Skill Points
450,000 Polearm Weapons Experience

This teach the Pikeman the ultimate techniques in leg attacks.

SKILL MODS	VALUE
Melee Accuracy	+10

COMMANDS & ABILITIES
Improved Leg Hit

Defensive Techniques I

5 Skill Points
175,000 Polearm Weapons Experience

This introduces the Novice Pikeman to the advantages of a long weapon and teaches the Pikeman how to bellow a challenge.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+5

COMMANDS & ABILITIES
Warcry

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Defensive Techniques II

4 Skill Points
250,000 Polearm Weapons Experience

This teaches further use of a polearm's defensive capabilities.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+5

COMMANDS & ABILITIES
Blind Recovery

Defensive Techniques III

3 Skill Points
350,000 Polearm Weapons Experience

This helps to show a Pikeman how to hang tough in battle and intimidate her opponents.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Intimidate

Defensive Techniques IV

2 Skill Points
450,000 Polearm Weapons Experience

This is the highest level of defensive training that a Pikeman learns.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Improved Warcry

Support I

5 Skill Points
60,000 Combat Experience

This grants a Pikeman the ability to render her opponent senseless.

SKILL MODS	VALUE
Polearm Defense	+5

COMMANDS & ABILITIES
Stunning Blow

Support II

4 Skill Points
85,000 Combat Experience

This grants a Pikeman greater defensive abilities with his polearm.

SKILL MODS	VALUE
Polearm Defense	+5

NO COMMANDS & ABILITIES

Support III

3 Skill Points
110,000 Combat Experience

This improves a Pikeman's ability to daze and stun his opponent.

SKILL MODS	VALUE
Polearm Defense	+10

COMMANDS & ABILITIES
Improved Stunning Blow

Support IV

2 Skill Points
150,000 Polearm Weapons Experience

This allows the Pikeman to achieve a much greater polearm defense than before, and to recover from disorienting blows.

SKILL MODS	VALUE
Polearm Defense	+10

COMMANDS & ABILITIES
Stun Recovery

Master Pikeman

1 Skill Point
1,000,000 Polearm Weapons Experience

The Master Pikeman delivers the most damaging blows with one of the most deadly types of melee weapons.

SKILL MODS	VALUE
Melee Accuracy	+20
Melee Defense	+25
Melee Speed	+10
Ranged Defense	+15

COMMANDS & ABILITIES

Improved Impale
Improved Intimidate
Weapon Certification: Nightsister Energy Lance
Weapon Certification: Massassi Lance
Weapon Certification: Poisonspike
Weapon Certification: Strike Assault Lance



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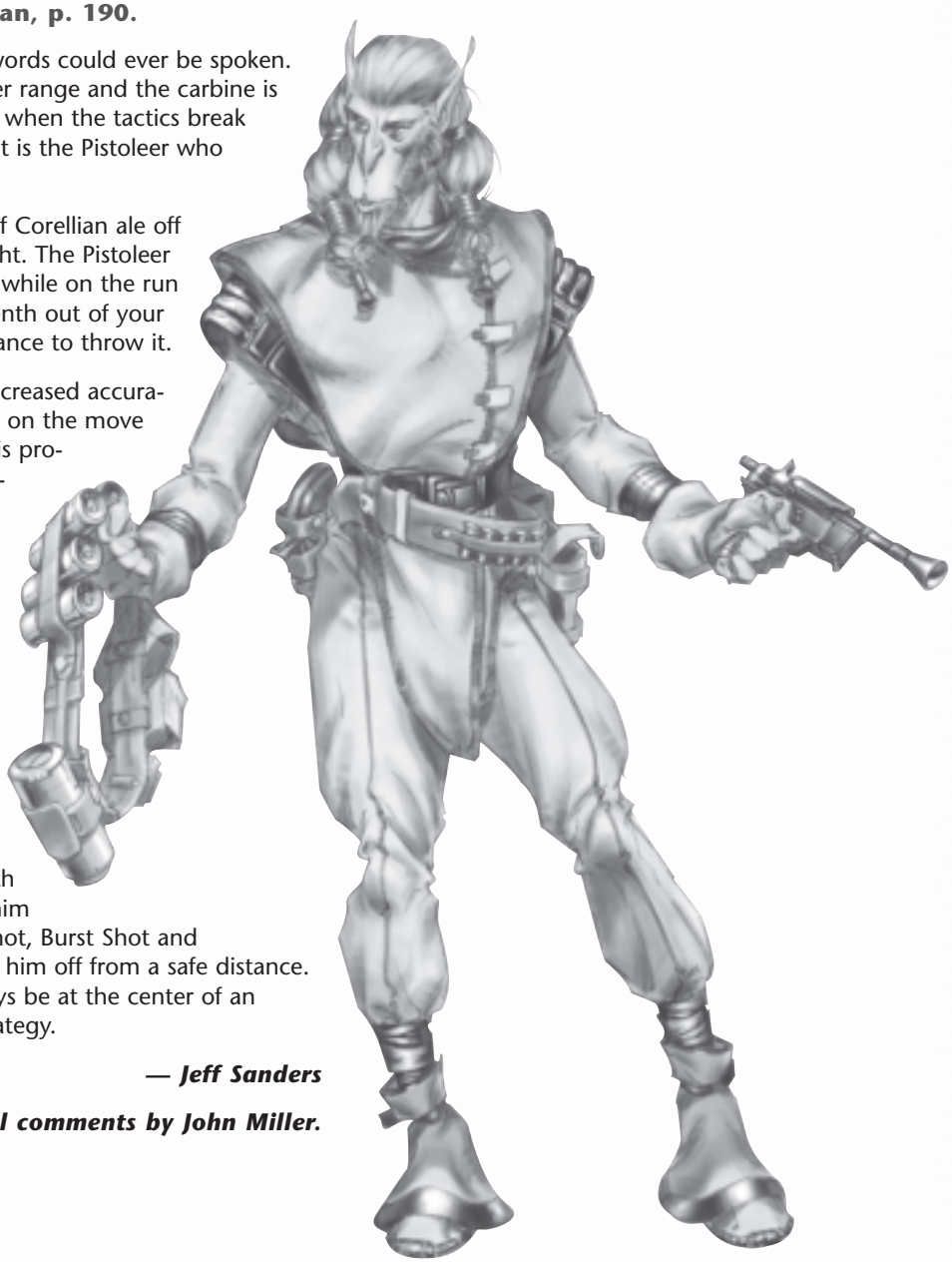
PISTOLEER

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

Derived from: Marksman, p. 190.

For the Pistoleer, no truer words could ever be spoken. While the rifle has the better range and the carbine is a good all-around weapon, when the tactics break down and the lines blend, it is the Pistoleer who makes the difference.

Any kid can blast a bottle of Corellian ale off a fencepost in broad daylight. The Pistoleer can shoot six out of the air while on the run at night and shoot the seventh out of your hand before you have a chance to throw it.



Increased rate of fire and increased accuracy both while standing and on the move are some of the perks of this profession's disciplines. In addition, because of the close combat work involved, the Pistoleer enjoys bonuses to melee defense and an increased chance to dodge an attack. Eventually, the increased speed and accuracy a Pistoleer gains allow accurate attacks on multiple opponents at once.

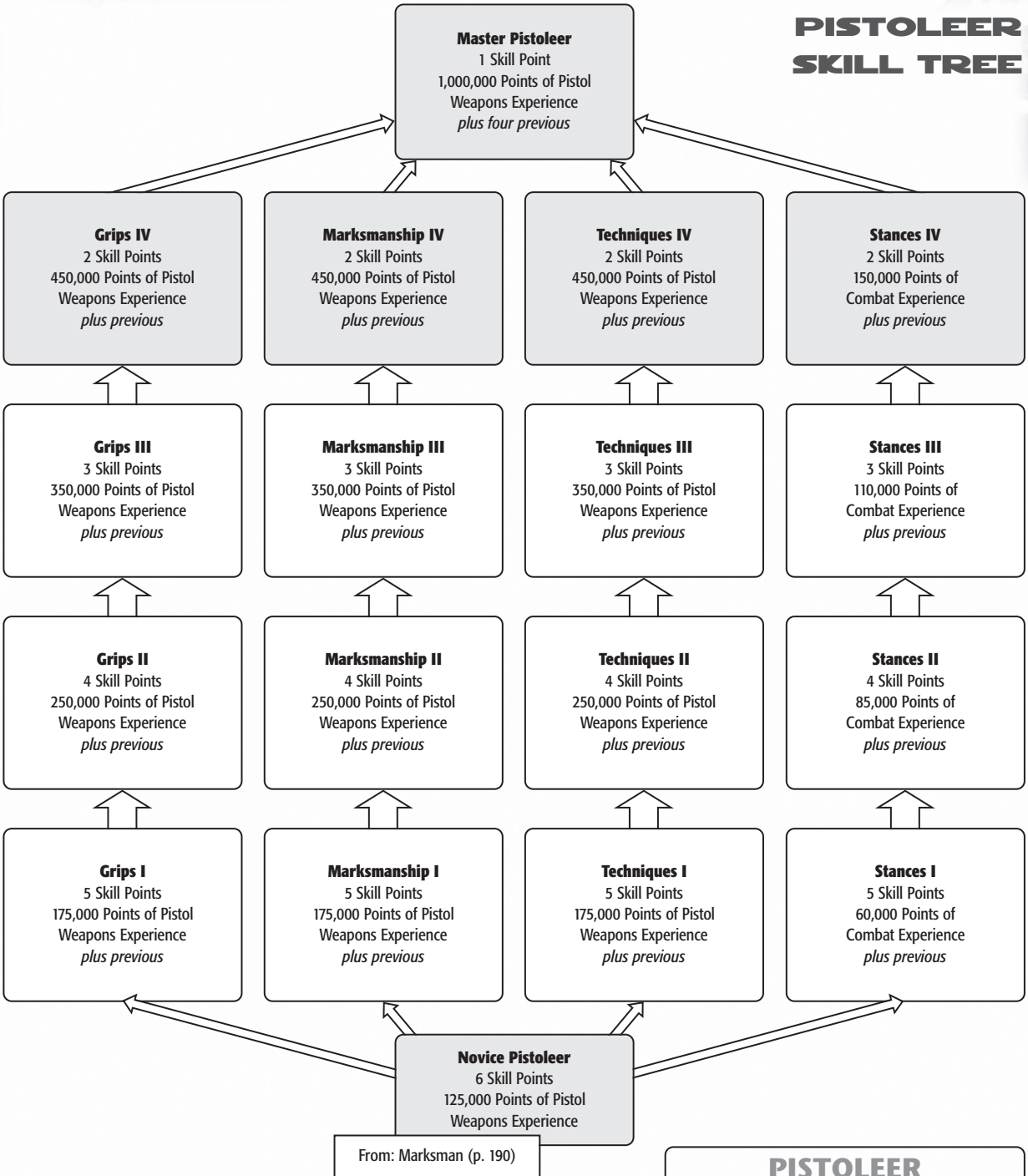
The Pistoleer's key tactic is to pin the enemy down with his Stopping Shot, render him harmless with Disarming Shot, Burst Shot and Intimidate Shot, then finish him off from a safe distance. Stopping Shot should always be at the center of an effective Pistoleer battle strategy.

— Jeff Sanders

— Skill comments by John Miller.

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PISTOLEER SKILL TREE



PISTOLEER
ELITE PROFESSION

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Novice Pistoleer

6 Skill Points
125,000 Pistol Weapons Experience

The Novice Pistoleer gains significant improvements in short-range firearms along with a series of special abilities for nearly every situation.

SKILL MODS	VALUE
Melee Defense	+5
Pistol Defense	+10
Pistol Speed	+5
Ranged Accuracy	+15

COMMANDS & ABILITIES
Blind Recovery
Body Shot
WEAPON CERTIFICATION: Rhiss Mark-20

Grips I

5 Skill Points
175,000 Pistol Weapons Experience

This instructs the Pistoleer on new methods of holding, gripping, or cradling the gun for maximum effectiveness in special situations. Use of a pistol as a melee weapon is taught at Pistol Grips 1.

SKILL MODS	VALUE
Pistol Speed	+5

COMMANDS & ABILITIES
Improved Firearm Strike

Grips II

4 Skill Points
250,000 Pistol Weapons Experience

This teaches the Pistoleer how to firing warning shots at a closing enemy.

SKILL MODS	VALUE
Pistol Speed	+5

COMMANDS & ABILITIES
Warning Shot

Grips III

3 Skill Points
350,000 Pistol Weapons Experience

This teaches more advanced melee strikes to knockdown an opponent at melee range.

SKILL MODS	VALUE
Pistol Speed	+5
Ranged Speed	+5

COMMANDS & ABILITIES
Advanced Firearm Strike

Grips IV

2 Skill Points
450,000 Pistol Weapons Experience

This teaches Pistoleer how to deliver a targeted attack to an opponent's torso.

SKILL MODS	VALUE
Pistol Speed	+5
Ranged Speed	+5

COMMANDS & ABILITIES
Improved Body Shot

Marksmanship I

5 Skill Points
175,000 Pistol Weapons Experience

The Pistol Marksmanship skill tree improves the Pistoleer's accuracy with short range weapons. The first skill taught is how to fire a controlled and accurate three-round burst.

SKILL MODS	VALUE
Ranged Accuracy	+10

COMMANDS & ABILITIES
Burst Shot

Marksmanship II

4 Skill Points
250,000 Pistol Weapons Experience

This teaches the Pistoleer how to target an arm or hand to cause her opponent to fumble with his weapon.

SKILL MODS	VALUE
Ranged Accuracy	+10

COMMANDS & ABILITIES
Disarming Shot

Marksmanship III

3 Skill Points
350,000 Pistol Weapons Experience

SKILL MODS	VALUE
Ranged Accuracy	+10

COMMANDS & ABILITIES
Intimidate Shot

Marksmanship IV

2 Skill Points
450,000 Pistol Weapons Experience

SKILL MODS	VALUE
Ranged Accuracy	+10

COMMANDS & ABILITIES
Stun Recovery

Techniques I

5 Skill Points
175,000 Pistol Weapons Experience

This set introduces new ways of using pistols in combat. It starts with teaching the Pistoleer how to quickly draw his weapon from its holster.

SKILL MODS	VALUE
Pistol Defense	+5

COMMANDS & ABILITIES
Improved Quick Draw

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Techniques II

4 Skill Points
250,000 Pistol Weapons Experience

This teaches the Pistoleer how to recover from disorientating blows.

SKILL MODS	VALUE
Pistol Defense	+5

COMMANDS & ABILITIES
Dizzy Recovery

Techniques III

3 Skill Points
350,000 Pistol Weapons Experience

This teaches the Pistoleer how to intimidate his opponents with a few well placed shots.

SKILL MODS	VALUE
Pistol Defense	+5

COMMANDS & ABILITIES
Intimidate Shot

Techniques IV

2 Skill Points
450,000 Pistol Weapons Experience

This teaches the Pistoleer how to quickly recover from stunning blows.

SKILL MODS	VALUE
Pistol Defense	+5

COMMANDS & ABILITIES
Stun Recovery

Stances I

5 Skill Points
60,000 Combat Experience

This set instructs the Pistoleer on body positions to improve combat stability and defensive capabilities. The first skill taught is how to stop a charging enemy with one well placed shot.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Stopping Shot

Stances II

4 Skill Points
85,000 Combat Experience

This teaches how to engage multiple targets at once.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Fan Shot

Stances III

3 Skill Points
110,000 Combat Experience

This continues the Pistoleer's defensive training, as well as improving her Stopping Shot abilities.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Improved Stopping Shot
Weapon Certification: The Silencer

Stances IV

2 Skill Points
150,000 Combat Experience

This finishes the Stance training track, concentrating on engaging multiple targets at once.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Improved Fan Shot

Master Pistoleer

1 Skill Point
1,000,000 Pistol Weapons Experience

The Master Pistoleer has gained significant improvements in short-range firearms along with a series of special abilities for nearly every situation.

SKILL MODS	VALUE
Melee Defense	+25
Ranged Accuracy	+20
Ranged Defense	+20
Ranged Speed	+10

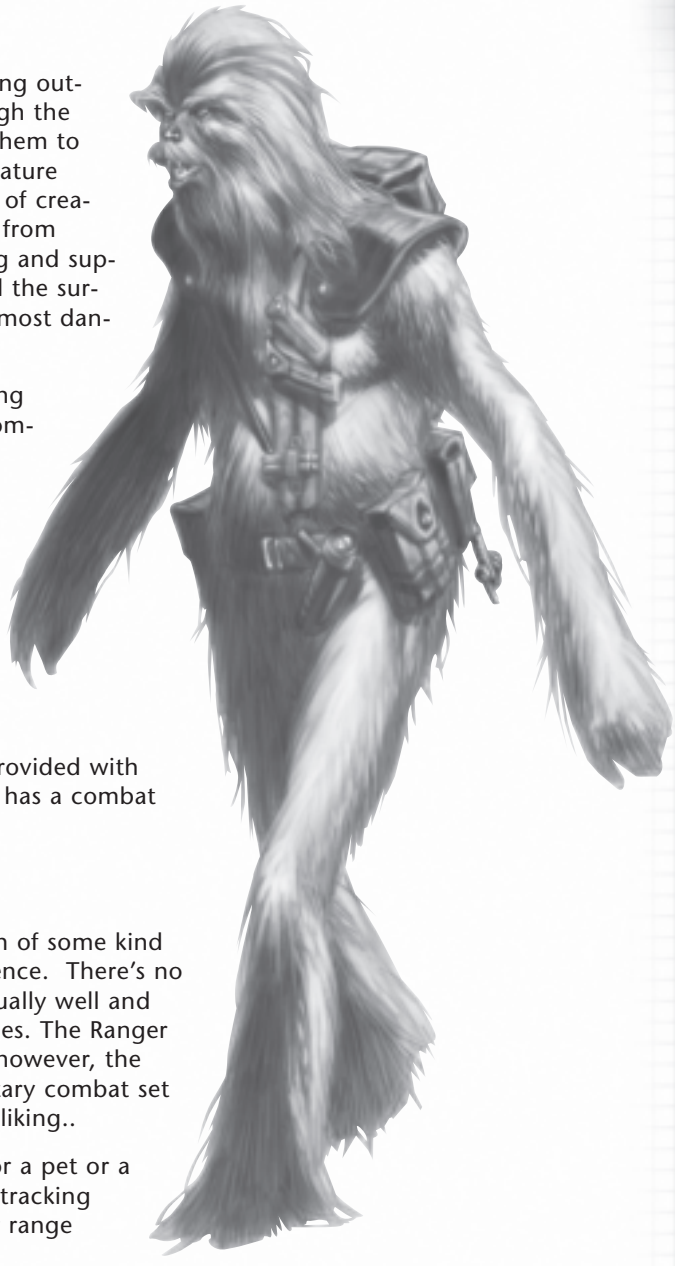
COMMANDS & ABILITIES
Advanced Quick Draw
Advanced Stopping Shot
Weapon Certification: Kashyyyk Stalker Pistol
Weapon Certification: DX2 Pistol
Weapon Certification: KTYD21 Pistol
Weapon Certification: Republic Blaster
Weapon Certification: Modified Republic Blaster
Weapon Certification: Trandoshan Suppressor Pistol
Weapon Certification: UR-G8 Pistol
Weapon Certification: Deathrain D-50

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RANGER

"The Jundland wastes are not to be traveled lightly."

Derived from Scout, p. 200.



Everything about the Ranger's abilities involves working outdoors and working with creatures. They move through the terrain as if it were paved, and their tracking allows them to find creatures, both animal and humanoid. Their creature knowledge helps them take down the most powerful of creatures with ease, and then harvest the most resources from them. Their camps are virtual compounds for healing and support, and their camouflaged camps are invisible to all the surrounding creatures, making them safe havens in the most dangerous wild places in the galaxy.

Rangers are capable of vanishing into the wild, walking within meters of the most ferocious creatures with complete impunity. They can forage valuable herbs and foodstuffs that buff as well as nourish. And, a Ranger's traps are capable of inflicting a wide variety of effects upon targets, making them that much easier to subdue. No profession operates in the wild as effectively as the Ranger.

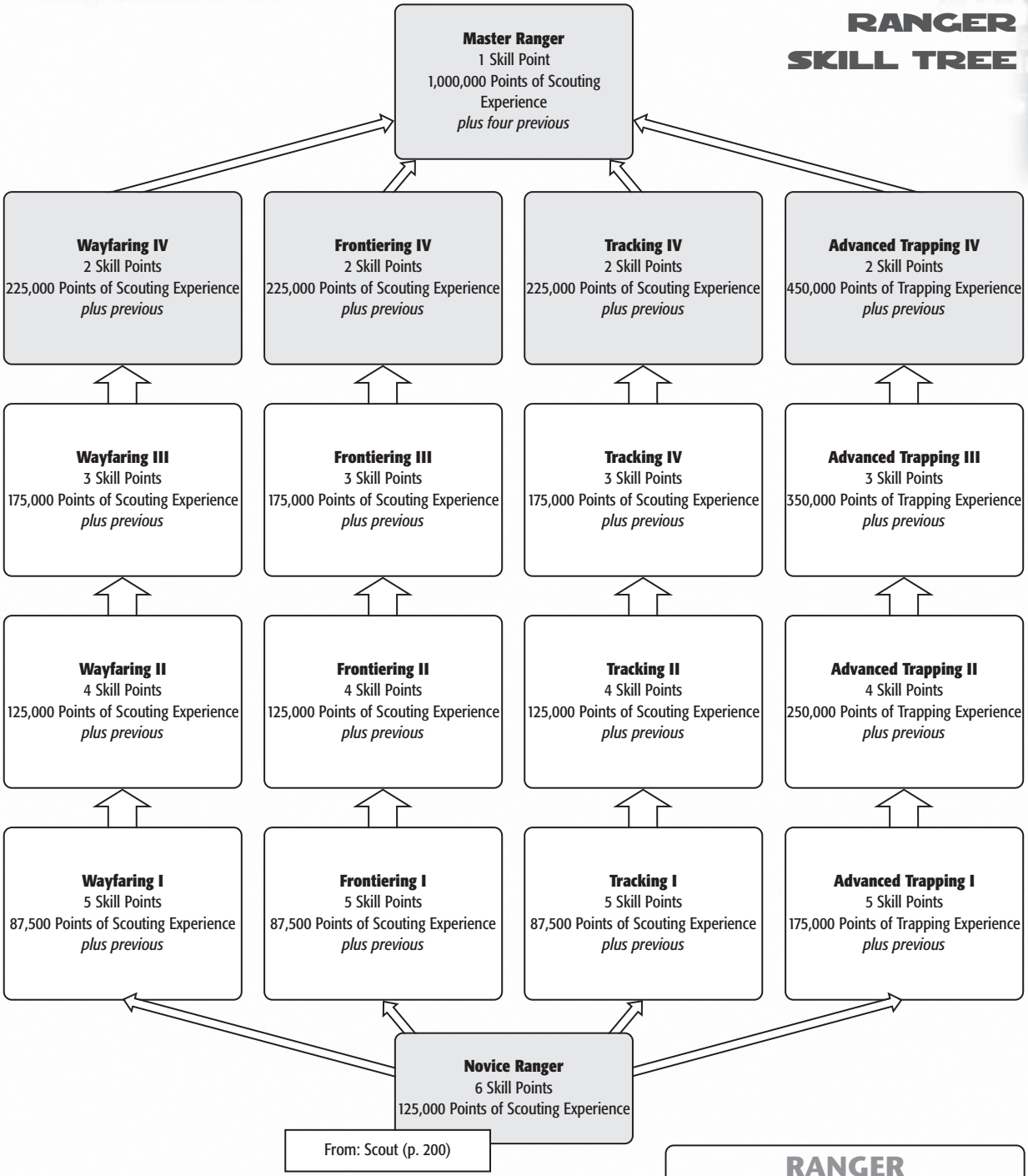
For all the self-sufficiency of the profession, Rangers are still an excellent addition to any team, as their abilities provide a great deal of support to a hunting group, whether they're hunting creatures or people. With a Ranger in the field, the group is provided with food, scouting and shelter, and assuming the Ranger has a combat profession of some sort, fire support as well.

TIPS ON PLAYING A RANGER

- Just like Scouts, Rangers need a combat profession of some kind in order to kill the creatures to harvest for experience. There's no "best" profession — all the combat skills work equally well and come with their own advantages and disadvantages. The Ranger bonus to creature combat applies to all of them; however, the Rifle-Sniper path does offer the most complementary combat set to the Ranger-Camouflage path, if that is to your liking..
- If you're looking for a specific creature (such as for a pet or a specific creature resource), make sure to take the tracking branch all the way up, as each box increases your range and accuracy.
- As with the Scout, the Ranger is not a big-income profession, and both must rely upon the sales of their hides, meat and bone to make their living. However, the Ranger can track down specific creatures much easier than the Scout, so use that ability. Find

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RANGER SKILL TREE



RANGER
ELITE PROFESSION

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out what the armorers and tailors need, find out which animals have it, and then hunt those animals down. You still get the Scouting experience, and you also benefit from hunting and selling what is specifically needed.

- Always have big camps ready to drop when your group pauses for a rest. The first thing you do after dropping the camp is make another one to have ready. This means carrying around enough inorganics to make a few while you're out in the field.
- Your advanced camps act like hunting blinds and are almost completely invisible to the local wildlife, so use them — especially on the adventure planets where spawning creatures can appear atop you when you're resting or AFK for a moment.
- The foraging skills you learned in Scouting get far more accurate and prolific, and you start bringing in all manner of edibles that give you buffs. While obviously not as good as Doctor/Dancer/Musician buffs, they're better than nothing when you're out in the wild, far from the nearest medical center and cantina. Some of them are actually pretty good.
- Although not technically a combat profession, Rangers do have the ability to wear armor in their own right. They are the only non-combat profession so honored.
- Rangers get a Health bonus that increases as their Scouting experience rises, just as the combat professions get a Health bonus that rises as their combat experience increases.
- In an adventuring group, the Ranger proves most beneficial. For surveillance, their expertise in wayfaring gives Rangers a tremendous edge, with the talent to scale mountains like paralopes. Conceal lets them monitor their enemies without notice, while reserving the right to deliver punishment and still remain hidden from view among their surroundings. The Ranger's additional training in trapping gives even more conniving devices to spring upon the wildlife and the ability to rescue other adventurers from dire circumstances in a maneuver both courageous and utterly foolish. And day's end, using their background in frontiering, Rangers can construct fully stocked, pre-fabricated bases with nearly all the comforts of home.
- Cities prove too confining for Rangers to display their impressive set of abilities. Rangers eventually choose to spend less and less time inside cities. This development is met with more than a little regret from the creatures outside.

Ranger Profession researched by Chris Pinckard.

Novice Ranger

6 Skill Points
125,000 Scouting Experience

Rangers continue the studies of the Scout, furthering their camp and trap crafting abilities, as well as terrain traversal, resource harvesting, and camouflage skills.

SKILL MODS	VALUE
Camping	+5
Creature Harvesting	+5
Creature Knowledge	+5
Foraging	+5
Terrain Negotiation	+5

COMMANDS & ABILITIES

High Quality Camp Kit
Area Track
Area Track: Animals

Wayfaring I

5 Skill Points
87,500 Scouting Experience

This further develops camouflage techniques. The Ranger can completely disguise his presence, allowing him to escape notice.

SKILL MODS	VALUE
Camouflage	+5

COMMANDS & ABILITIES

Camo Kit: Corellia
Camo Kit: Naboo
Camo Kit: Tatooine

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Wayfaring II

5 Skill Points
125,000 Scouting Experience

This grants the ability to move with unmatched speed through the harshest world's surface terrain. At this point, the Ranger can crawl through thick foliage and other obstructions at a very high speed.

SKILL MODS	VALUE
Burst Run Efficiency	+10
Terrain Negotiation	+20

COMMANDS & ABILITIES
Camo Kit: Rori
Camo Kit: Talus

Wayfaring III

3 Skill Points
175,000 Scouting Experience

This grants further development of stealth and movement abilities. The Ranger becomes more successful at masking her scent and concealing her presence.

SKILL MODS	VALUE
Camouflage	+40

COMMANDS & ABILITIES
Camo Kit: Dantooine
Camo Kit: Yavin

Wayfaring IV

2 Skill Points
225,000 Scouting Experience

The master of exploration has been to many places and has seen many things. He can move faster than any other and can hide from the fiercest of creatures.

SKILL MODS	VALUE
Burst Run Efficiency	+10
Terrain Negotiation	+20

COMMANDS & ABILITIES
Camo Kit: Endor
Camo Kit: Lok

Frontiering I

5 Skill Points
87,500 Scouting Experience

This grants unique insights into the proper methods of foraging for edibles. Know which plants are the best to eat, where to find water, and how to prepare small meals from the most meager resources. At this skill level, foraging has a chance of turning up a rare item.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Frontiering II

4 Skill Points
125,000 Scouting Experience

This involves the study of camp defense and tactical design. The Ranger's camps become more defensible as well as cleaner. Healers will find their skills more effective in this elite camp.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES
Field Base Kit

Frontiering III

3 Skill Points
175,000 Scouting Experience

At this skill level, the Ranger is an unmatched master of wilderness survival. Whether spending a week alone in the Dune Sea or a shelterless night on the peak of a frost-covered mountain, the Ranger survives and thrives.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Frontiering IV

2 Skill Points
225,000 Scouting Experience

Now a master of the environment, the Ranger turns to enhancing his traveling experience. The Ranger learns to create camp kits that include highly advanced automated services, such as a complete medical crafting station.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES
High Tech Field Base Kit

Tracking I

5 Skill Points
87,500 Scouting Experience

Proper methods of organic resource preservation increases the Ranger's ability to track, as well as harvest large amounts of quality resources from a creature's corpse.

SKILL MODS	VALUE
Creature Knowledge	+5
Creature Harvesting	+5

COMMANDS & ABILITIES
Area Track: Direction

Tracking II

4 Skill Points
125,000 Scouting Experience

Further experience in the field has led the Ranger to the study of tactical animal physiology. A Ranger of this skill level knows where to place a shot to bring down a creature, as well as how to track NPCs

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+10

COMMANDS & ABILITIES
Area Track: People

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Tracking III

3 Skill Points
175,000 Scouting Experience

A Ranger of this skill level can recognize a creature quickly in low visibility. She carries a veritable mental library of hard-earned field knowledge and can judge target distances

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

COMMANDS & ABILITIES
Area Track: Distance

Tracking IV

2 Skill Points
225,000 Scouting Experience

The master hunter is unmatched in creature resource harvesting and knowledge. He has studied the behavioral patterns and biological nature of hundreds of creatures and his bank accounts reflect his success. Rangers at this level gain the ability to track player characters.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+5

COMMANDS & ABILITIES
Area Track: Players

Advanced Trapping I

5 Skill Points
175,000 Trapping Experience

Peerless skill in trap design has led to a sharp eye for danger and rapid mental reflexes. At this skill level, the Ranger can leap to the rescue of a friend in need. The target of the rescue ability is saved from the enemy's anger, which then focuses on the Ranger.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES
Rescue

Advanced Trapping II

4 Skill Points
250,000 Trapping Experience

At this skill level, the Ranger's experience has shown her the need for new, more effective trap design. She applies her creative energy to implementing traps that affect multiple enemies at a time.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES
Flash Bomb

Advanced Trapping III

3 Skill Points
350,000 Trapping Experience

The Ranger continues his development of more effective trap designs, increasing the effectiveness and the lethality of his inventions.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES
Sonic Pulse

Advanced Trapping IV

2 Skill Points
450,000 Trapping Experience

The Ranger of this skill level is a peerless artificer in a realm of traps and minor machinery. Her mental reflexes are as sharp as her creations.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

NO COMMANDS & ABILITIES

Master Ranger

1 Skill Point
1,000,000 Scouting Experience

The Master Ranger is unequaled in outdoors skills. He has traveled to many places and has encountered many strange beasts. He is an unrivaled explorer and trap maker.

SKILL MODS	VALUE
Camouflage	+20
Camping	+5
Creature Harvesting	+10
Creature Knowledge	+10
Foraging	+5
Melee Defense	+10
Ranged Defense	+10
Rescue	+10
Trapping	+10

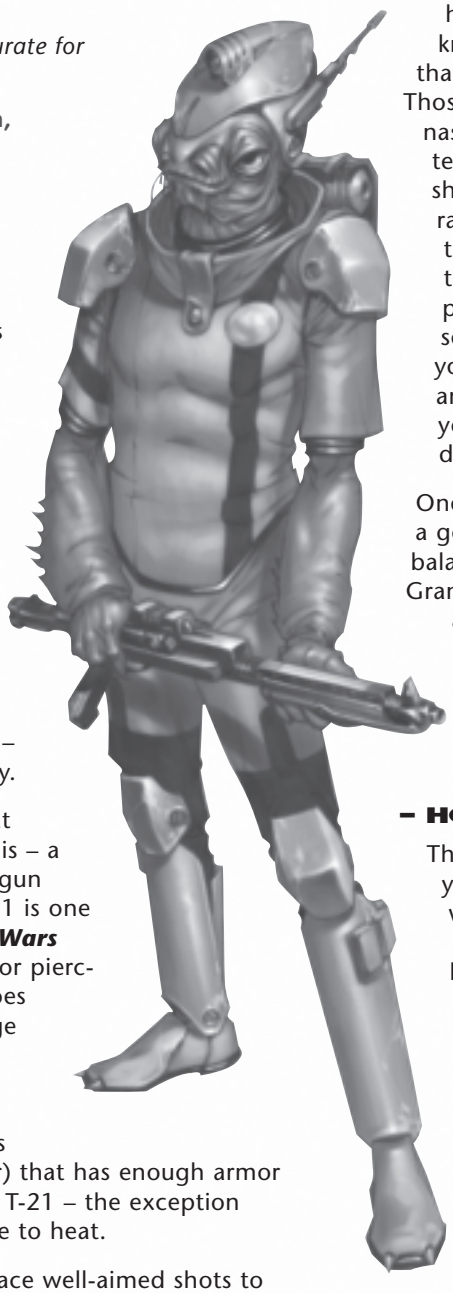
COMMANDS & ABILITIES
Camo Kit: Dathomir

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RIFLEMAN

"These blast points, too accurate for Sand People."

Derived from Marksman, p. 190.



The Rifleman is a master of long-range combat. He's deadly at about 60+ meters and suffers penalties at other ranges. That's not to say he's ineffective at all other ranges; rather, his best is at long ranges. If you're interested in being a rifleman, you'll have to love watching bolts fly across the screen, as that is the mark of a true long-range fighter – no close range kicks and punches for you. You'll want to bring things down – preferably from far, far away.

There are several things that make the rifleman what he is – a really, really big trademark gun being one of them. The T-21 is one of the largest guns in ***Star Wars* Galaxies**. It has heavy armor piercing, which means that it does three times as much damage to unarmored targets and two times as much damage to something in composite. There's nothing in the game (so far) that has enough armor to withstand the Rifleman's T-21 – the exception being things totally immune to heat.

Add to this the ability to place well-aimed shots to your opponent's head and you'll quickly bring down the most ardent foe. Later on in life, you'll get a Cover skill and Conceal Shot that will let you take out most medium-level targets without taking a return shot. Such is the life of the sniper.

Player vs. player as a rifleman is a bit of a hit and a miss affair. Most everyone knows what you're capable of, and those that don't often end up dead in one shot. Those who do know will often wear big nasty composite helmets with special protections, meaning it will require multi-shots to bring them down. If they stay at range, you'll usually win. If they decide to close and melee on you, you're going to be in a bit of trouble. You have a pretty good penalty at minimum range, so most of your shots won't hit and you'll have to fire on the run (incurring an even greater penalty). Just hope that you get far enough away to start doing damage.

One important note, however – you're not a god. There are many classes that have balances to your extreme damage at range. Granted, none of them have quite the damage capability that you do at range, but even the most unskilled foe can quickly close and start causing you problems when they are in your face.

LEARNING THE RIFLEMAN – HOW AND WHAT

The rifleman is an elite profession, so you'll have the Marksman tree to work with upon your graduation to the Big Nasty Gun series. This means you won't be quite defenseless, but you won't be uber, either. That comes with time.

You get bonuses for kneeling and more for going prone, so get used to shooting from those positions. The cost, of course, is having to change position to flee, which is made worse if someone has laid a dizzy effect on you. At the same time, lying on the ground gives you huge bonuses to hit, so it's hard to pass up those opportunities.

As far as what to train goes, there aren't really a whole lot of choices. You'll probably want to climb the Sniping tree to get as high as you possibly can

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in Sniper Shot. While doing this, you'll want to train the combat experience tree (Rifle Abilities) as you go along. You'll get roughly 1 box of special abilities per regular tree, since combat experience is roughly 10% of actual gained experience (in combat only).

HUNTING AS A RIFLEMAN

Riflemen truly excel in a group environment. This doesn't have to be a group of players. It can be a personal group with pets (if you're a Creature Handler) or followers (if you're Imperial or Rebel). Having someone else — either a player or a "pet" — stand out there and hold aggro while you execute your opponents. That's absolutely the easiest and most effective way to play a Rifleman. In most cases, with a "pet" near your level, you can take out any opponent before it takes out your helper.

If you must go solo, then count on Take Cover and Concealment to try and drop your foes without being noticed. (But be prepared to run in case they eventually detect you.) You're a sniper, so think like one.

COMPLEMENTARY PROFESSIONS

Many professions pair up very nicely with the Rifleman: Teräs Käsi + Sword + Pike (for close-up encounters), Creature Handler (great to keep foes at bay), Weaponsmith (no gun is better than YOUR gun), and Ranger's conceal stacking with Sniper 1, just to name a few of the more obvious ones.

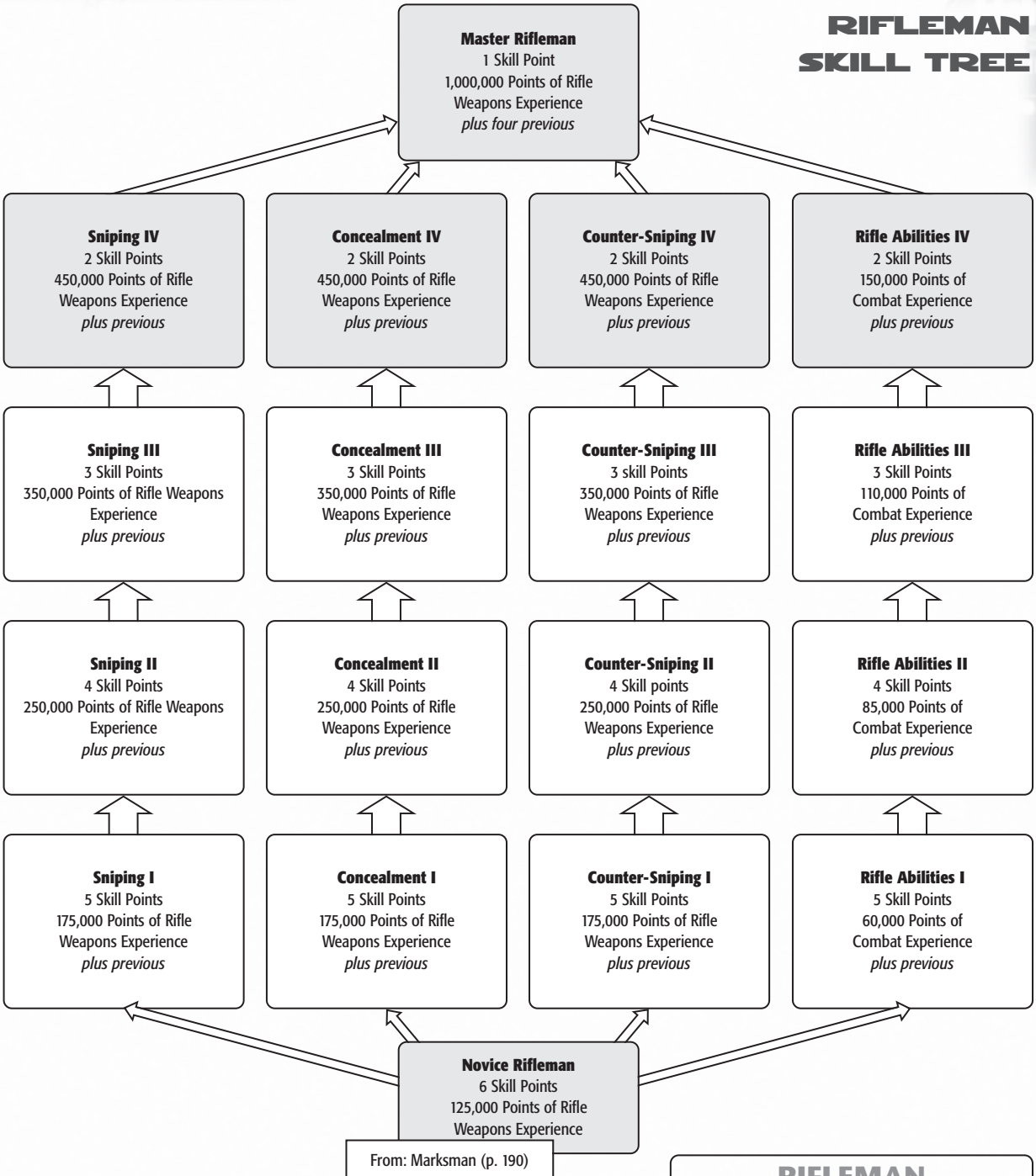
Rifleman Profession researched by Marc Quesnel and Chris Pinckard.





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RIFLEMAN SKILL TREE



From: Marksman (p. 190)

RIFLEMAN
ELITE PROFESSION

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Novice Rifleman

6 Skill Points
125,000 Rifle Weapons Experience

The Rifleman takes the knowledge he or she gained from Marksman and specializes in rifle skills and abilities. The Novice Rifleman skill begins this path.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+10
Rifle Accuracy	+20
Rifle Speed	+10

COMMANDS & ABILITIES

Head Shot
Knee-Cap Shot
Weapon Certification: Spraystick
Weapon Certification: Tenloss DXR-6 Disruptor Rifle
Weapon Certification: Vershyi Sharpshooter

Sniping I

5 Skill Points
175,000 Rifle Weapons Experience

This teaches the Rifleman the basics of long-range sniper techniques.

SKILL MODS	VALUE
Ranged Accuracy	+5
Rifle Accuracy	+5

COMMANDS & ABILITIES

Sniper Shot

Sniping II

4 Skill Points
250,000 Rifle Weapons Experience

Increased accuracy improves the Rifleman's chance to hit.

SKILL MODS	VALUE
Ranged Accuracy	+5
Rifle Accuracy	+10

NO COMMANDS & ABILITIES

Sniping III

3 Skill Points
350,000 Rifle Weapons Experience

The Rifleman's lethality is increased by learning how to hit a target's head.

SKILL MODS	VALUE
Ranged Accuracy	+15
Rifle Accuracy	+5

COMMANDS & ABILITIES

Improved Head Shot

Sniping IV

5 Skill Points
450,000 Rifle Weapons Experience

At this level of mastery, a Rifleman has become an accurate long-range killer.

SKILL MODS	VALUE
Ranged Accuracy	+20
Rifle Accuracy	+5

COMMANDS & ABILITIES

Improved Sniper Shot

Concealment I

5 Skill Points
175,000 Rifle Weapons Experience

This grants the Rifleman abilities to better hide and protect himself from notice.

SKILL MODS	VALUE
Ranged Defense	+10

COMMANDS & ABILITIES

Cover

Concealment II

4 Skill Points
250,000 Rifle Weapons Experience

This grants the Rifleman the ability to remain hidden while firing at her target.

SKILL MODS	VALUE
Ranged Defense	+10

COMMANDS & ABILITIES

Conceal Shot

Concealment III

3 Skill Points
350,000 Rifle Weapons Experience

This gives the Rifleman more defensive advantages.

SKILL MODS	VALUE
Ranged Defense	+10

COMMANDS & ABILITIES

Weapon Certification: Nak'tra Crystal Rifle

Concealment IV

5 Skill Points
450,000 Rifle Weapons Experience

This grants a mastery of general concealment tactics to a Rifleman.

SKILL MODS	VALUE
Ranged Defense	+15

COMMANDS & ABILITIES

Improved Conceal Shot

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Counter-Sniping I

5 Skill Points
175,000 Rifle Weapons Experience

This teaches the Rifleman how to force enemy snipers to break cover.

NO SKILL MODS

COMMANDS & ABILITIES
Startle Shot

Counter-Sniping II

4 Skill Points
250,000 Rifle Weapons Experience

This grants the Rifleman the ability to quickly recover from a disorientating blow, allowing the Rifleman to quickly return fire against his target.

SKILL MODS	VALUE
Rifle Defense	+5

COMMANDS & ABILITIES
Dizzy Recovery

Counter-Sniping III

3 Skill Points
350,000 Rifle Weapons Experience

This gives the a Rifleman a noticeable advantage over enemy snipers by being able to flush them out from concealed positions.

NO SKILL MODS

COMMANDS & ABILITIES
Improved Startle Shot

Counter-Sniping IV

2 Skill Points
450,000 Rifle Weapons Experience

This allows a Rifleman to stay low and well-defended, while engaging enemy snipers. The Rifleman also learns how to cripple her opponents to allow others to close and finish them off.

SKILL MODS	VALUE
Rifle Defense	+5

COMMANDS & ABILITIES
Improved Knee-Cap Shot

Rifle Abilities I

5 Skill Points
60,000 Combat Experience

This teaches the Rifleman improved aiming techniques.

SKILL MODS	VALUE
Rifle Speed	+5

COMMANDS & ABILITIES
Improved Aim

Rifle Abilities II

4 Skill Points
85,000 Combat Experience

This gives the Rifleman the ability to recover quickly from temporary blindness.

SKILL MODS	VALUE
Rifle Speed	+10

COMMANDS & ABILITIES
Blind Recovery

Rifle Abilities III

3 Skill Points
110,000 Combat Experience

This further improves the Rifleman's accuracy.

SKILL MODS	VALUE
Rifle Speed	+10

COMMANDS & ABILITIES
Advanced Aim

Rifle Abilities IV

2 Skill Points
150,000 Combat Experience

This gives the Rifleman the ability to quickly recover from stunning blows.

SKILL MODS	VALUE
Ranged Speed	+5
Rifle Speed	+10

COMMANDS & ABILITIES
Stun Recovery

Master Rifleman

1 Skill Point
1,000,000 Rifle Weapons Experience

The Master Rifleman is unequaled in heer deadliness with a long-range rifle.

SKILL MODS	VALUE
Melee Defense	+20
Ranged Accuracy	+30
Ranged Defense	+20
Ranged Speed	+15

COMMANDS & ABILITIES
Advanced Sniper Shot
Advanced Startle
Weapon Certification: Grievance Striker
Weapon Certification: Nullifier X
Weapon Certification: T21 Rifle

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SWORDSMAN

"You'll find I'm full of surprises."

Derived from Brawler, p. 180.

Discipline, strength, speed, precision—these qualities define the accomplished Swordsman.

The Swordsman is master of a wide range of two-handed weapons, both bladed and blunt (mauls, cleavers, katanas, and scythes) and is a skilled unarmed combatant. These combined talents make the Swordsman the quintessential martial artist and a lethal adversary, certain of victory regardless of battle conditions. Environmental challenges, ranged weapons, and multiple opponents are no match for the Swordsman's tactical and martial expertise. As a result, his or her talents can be put to use in many career variants—he or she can become a hunter, a mercenary, a quest-seeking adventurer, a bodyguard to local crime lords, or if inclined to serve a larger cause, a soldier in the Galactic Civil War.

Swordsmen learn to mete out punishment to their challengers quickly and powerfully through spin attacks, sweeps, and precision hits. Entrance into this profession takes long and careful study and requires mastery of the Brawler profession as well as further study in advanced sword techniques, accuracy, and defense. Swordsman is a challenging, exciting, and lucrative career path for the well-conditioned combatant with a liking for heavy melee weaponry.

— Neilie Johnson

There's nothing like turning your enemies into kindling or mashed potatoes with a razored Scythe or the bone-splitting Power Hammer. Your presence alone will strike fear in heartiest of foes. They know the end result of an up-close and personal meeting with your giant two-handed weapon.

TIPS FOR PLAYING A SWORDSMAN

Combat

Be sure you have the right tool for the job. You have the ability to do different damage types with your weapons. Bladed weapons do kinetic damage, while the Power Hammer does an unusual Blast damage that can turn your opponent's head into pudding.

Having different weapons on you can be very useful when your target unexpectedly resists your weapon damage.

PvE Combat

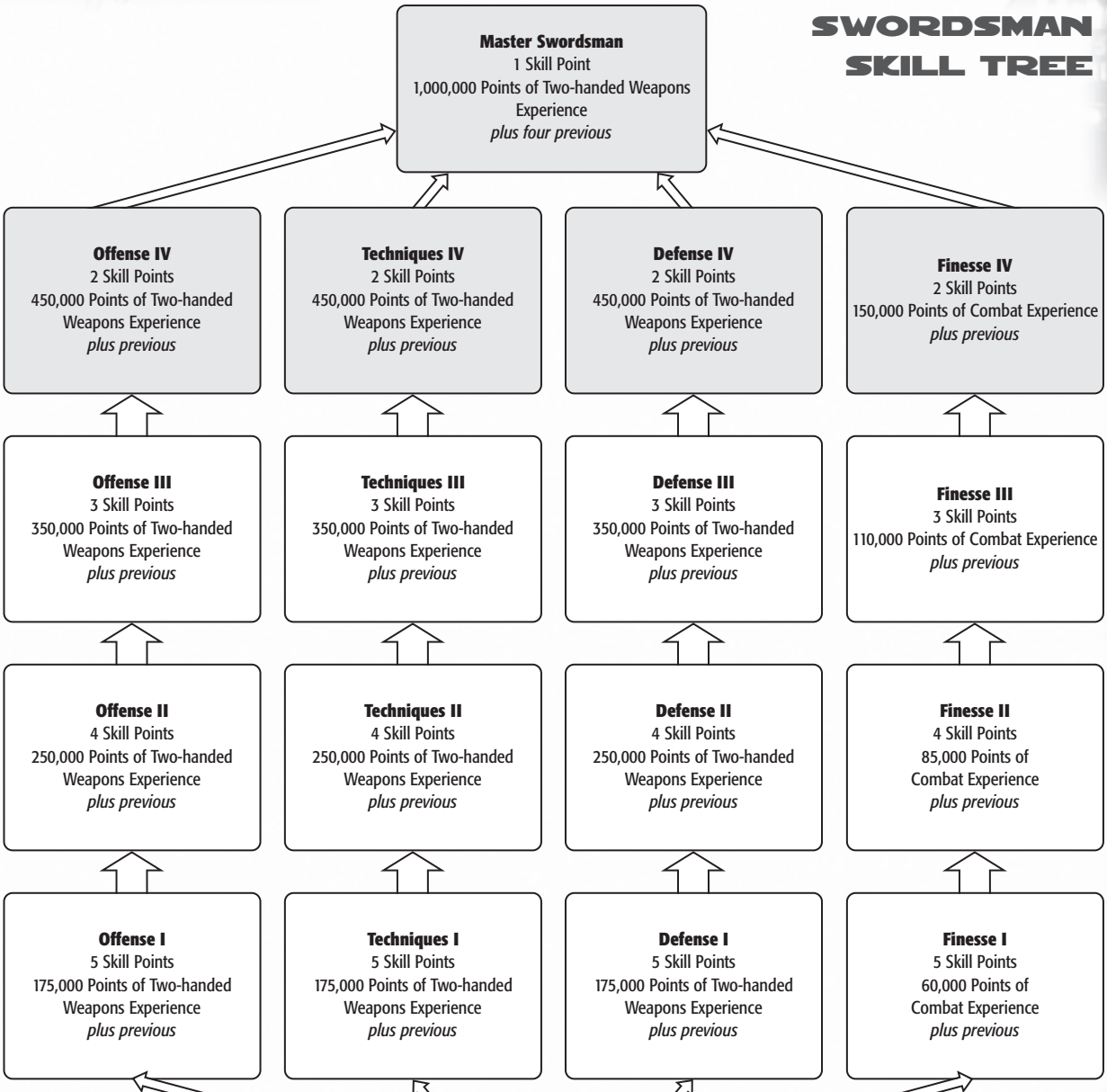
To climb skills quickly, take a flight out to Dantooine, then get in touch with your friendly neighborhood Bio-Engineer to get some buffs. Finally, head out hunting. A lot of the mobs are not kinetic resistant, so the XP will fly, as well as the credits in your bank account.

In a group, you are the front line damage dealer. Try not to take all the aggro, however, because your defensive potential is not on a level with your offense. Support from Tankers and crowd control will allow you to use your abilities to best effect.



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SWORDSMAN SKILL TREE



SWORDSMAN
ELITE PROFESSION

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Novice Swordsman

6 Skill Points
125,000 Two-Handed Weapons Experience

The Novice Swordsman excels at wielding two-handed swords.

SKILL MODS	VALUE
2H Sword Accuracy	+15
2H Sword Speed	+5
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Head Hit
Weapon Certification: Lifeblood Cleaver

Offense I

5 Skill Points
175,000 Two-Handed Weapons Experience

This teaches powerful attacks and making the most out of your abilities.

SKILL MODS	VALUE
2H Sword Accuracy	+5
2H Sword Speed	+5

COMMANDS & ABILITIES

Power Attack

Offense II

4 Skill Points
250,000 Two-Handed Weapons Experience

This teaches powerful attacks and channeling your rage into overwhelming attacks.

SKILL MODS	VALUE
2H Sword Accuracy	+5
2H Sword Speed	+5

COMMANDS & ABILITIES

Berserk

Offense III

3 Skill Points
350,000 Two-Handed Weapons Experience

This teaches powerful attacks and making the most out of your abilities.

SKILL MODS	VALUE
2H Sword Accuracy	+10
2H Sword Speed	+5

NO COMMANDS & ABILITIES

Offense IV

2 Skill Points
450,000 Two-Handed Weapons Experience

This teaches you to concentrate all of your body's energies into one single blow.

SKILL MODS	VALUE
2H Sword Accuracy	+10
2H Sword Speed	+5

COMMANDS & ABILITIES

Improved Power Attack

Techniques I

5 Skill Points
175,000 Two-Handed Weapons Experience

This teaches you to combine attack speed and technique while focusing the hatred of your opponents on you.

SKILL MODS	VALUE
2H Sword Defense	+5
2H Sword Speed	+5

COMMANDS & ABILITIES

AoE Taunt

Techniques II

4 Skill Points
250,000 Two-Handed Weapons Experience

Focuses on combining attack speed and technique with an emphasis on recovery from blindness.

SKILL MODS	VALUE
2H Sword Speed	+5
Melee Speed	+5

COMMANDS & ABILITIES

Blind Recovery

Techniques III

3 Skill Points
350,000 Two-Handed Weapons Experience

This focuses on combining attack speed and technique.

SKILL MODS	VALUE
2H Sword Defense	+5
2H Sword Speed	+5

COMMANDS & ABILITIES

Improved AoE Taunt

Techniques IV

2 Skill Points
450,000 Two-Handed Weapons Experience

This focuses on combining attack speed with a decapitating strike to the head.

SKILL MODS	VALUE
2H Sword Speed	+5
Melee Speed	+5

COMMANDS & ABILITIES

Improved Head Hit

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Defense I

5 Skill Points
175,000 Two-Handed Weapons Experience

This emphasizes self-defense counterattacks designed to break up an opponent's armor.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+5

COMMANDS & ABILITIES
Improved Armor Break

Defense II

4 Skill Points
250,000 Two-Handed Weapons Experience

This emphasizes various parrying techniques to block an enemy's attacks.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES
Sword Flurry

Defense III

3 Skill Points
350,000 Two-Handed Weapons Experience

This teaches a better way to shatter an opponent's armor.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+5

COMMANDS & ABILITIES
Advanced Armor Break
WEAPON CERTIFICATION: Darstai'is Sickle

Defense IV

2 Skill Points
450,000 Two-Handed Weapons Experience

This emphasizes recovery techniques against disorienting blows.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+5

COMMANDS & ABILITIES
Stun Recovery

Finesse I

5 Skill Points
60,000 Combat Experience

This is necessary to attain a high level of accuracy that can deliver a finishing blow.

SKILL MODS	VALUE
Melee Accuracy	+10

COMMANDS & ABILITIES
Critical Strike

Finesse II

4 Skill Points
85,000 Combat Experience

This is necessary to attain a high level of accuracy.

SKILL MODS	VALUE
Melee Accuracy	+10

NO COMMANDS & ABILITIES

Finesse III

3 Skill Points
110,000 Combat Experience

This teaches the Swordsman how to quickly get back into the fight after a disorientating blow.

SKILL MODS	VALUE
Melee Accuracy	+15

COMMANDS & ABILITIES
Dizzy Recovery

Finesse IV

2 Skill Points
150,000 Combat Experience

A Swordsman will be much more accurate at two-handed attacks, easily landing his attacks wherever he likes.

SKILL MODS	VALUE
Melee Accuracy	+15

COMMANDS & ABILITIES
Improved Critical Strike
WEAPON CERTIFICATION: Scythe Blade

Master Swordsman

1 Skill Point
1,000,000 Two-Handed Weapons Experience

The Master Swordsman has specialized knowledge and skill with two-handed swords and is a fearsome opponent.

SKILL MODS	VALUE
Melee Accuracy	+25
Melee Defense	+25
Melee Speed	+10
Ranged Defense	+25

COMMANDS & ABILITIES
Improved Berserk
Improved Sword Flurry
WEAPON CERTIFICATION: Power Hammer
WEAPON CERTIFICATION: Bloodshot Ripper
WEAPON CERTIFICATION: N-K Executor

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TAILOR

"You look absolutely beautiful. You truly belong here with us among the clouds."

Derived from Artisan, p. 174.

Supply field gear to the Rebel Alliance, set fashion trends for the cultured elite, become the most sought-after costumer to the entertainment world's biggest stars! From soldiers to slitherhorn players, from brawlers to businesswomen, Tailors keep everyone looking his or her best.

The Tailor is a skilled artisan adept at a range of domestic, engineering, surveying, and commercial disciplines, whose craft is vital to the economy. By collecting and combining natural and synthetic resources, the Tailor creates and repairs the high-quality, attractive garments every member of society needs. Are you embarking on a dangerous interplanetary mission? Or perhaps attending a performance at the theater? The Tailor can provide you with the proper attire for any occasion: custom sets of armor, official uniforms, casual wear, ladies' gowns and men's formal wear, hats, shoes, and accessories—these are just a sampling of the clothing the Tailor can provide.

The Tailor profession requires mastery of the Artisan profession, as well as a thorough knowledge of patterns, materials, jewelry-making, clothing repair techniques, and resource gathering. It's ideal for those seeking a vocation that combines technical expertise, aesthetics, and commerce.

— Neilie Johnson

Novice Tailor

6 Skill Points
19,200 General Crafting Experience

The Tailor specializes in being able to create a variety of clothing types and styles. A good Tailor is like a good doctor — after you know a good one, you never want to let go of him or her.

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+20
Clothing Customization	+20

COMMANDS & ABILITIES

Bangles	Metal Necklace
Casual Shirt	Military Travel Pack
Councilman's Robe	Padded Jacket
Dress Shirt	Plain Shirt
Formal Shirt	Ribbed Pants
Ithorian Large Pendant	Ribbed Shirt
Ith. Leather Work Gloves	Rugged Jacket
Ithorian Metal Necklace	Sleeveless Dress
Ithorian Military Pack	Smock
Ithorian Striped Pendant	Striped Pants
Ithorian Tight Fit Shirt	Striped Pendant
Ithorian Two Tone Shirt	Synthetic Cloth
Ithorian Workman's Belt	Thin Striped Pants
Large Pendant	Weighted Waist Wrap
Large Pocket Pants	Wook. Travekker's Helm
Leather Work Gloves	Woolly Jacket
Metal Bracelet	Workman's Belt

Casual Wear I

5 Skill Points
32,000 Tailoring Experience

Casual clothing types include common articles like shirts, pants and shorts. Each skill in this category grants new casual clothing schematics to the Tailor.

NO SKILL MODS

COMMANDS & ABILITIES

Cold Weather Gloves	Paneled Boots
Ithorian Block Panel Jacket	Pleated Skirt
Ithorian Frilled Jacket	Sandals
Ithorian Half Sweater	Shoe Sole
Ithorian Newsboy	Sneakers
Ith. Three Striped Pants	Standard Boots
Ith. Twin Striped Pants	Tipless Gloves
Loose Dress	Women's Shoes
Modest Skirt	Wook. Strapped Gloves

Casual Wear II

4 Skill Points
44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Belted Jacket	Jacket
Desert Crawlers	Long Sleeve Shirt
Flex-form Shirt	Mangy Vest
Heavy Shoulder Pad	Muscle Shirt
Hot Pants	Pullover
Ithorian Baggies	Quilted Pants
Ithorian Firey Shirt	Scout Jacket
Ithorian Mystic Pants	Simple Vest
Ithorian Overshirt	Striped Slacks
Ithorian Short Trim	Tight Jacket

Casual Wear III

3 Skill Points
57,600 Tailoring Experience

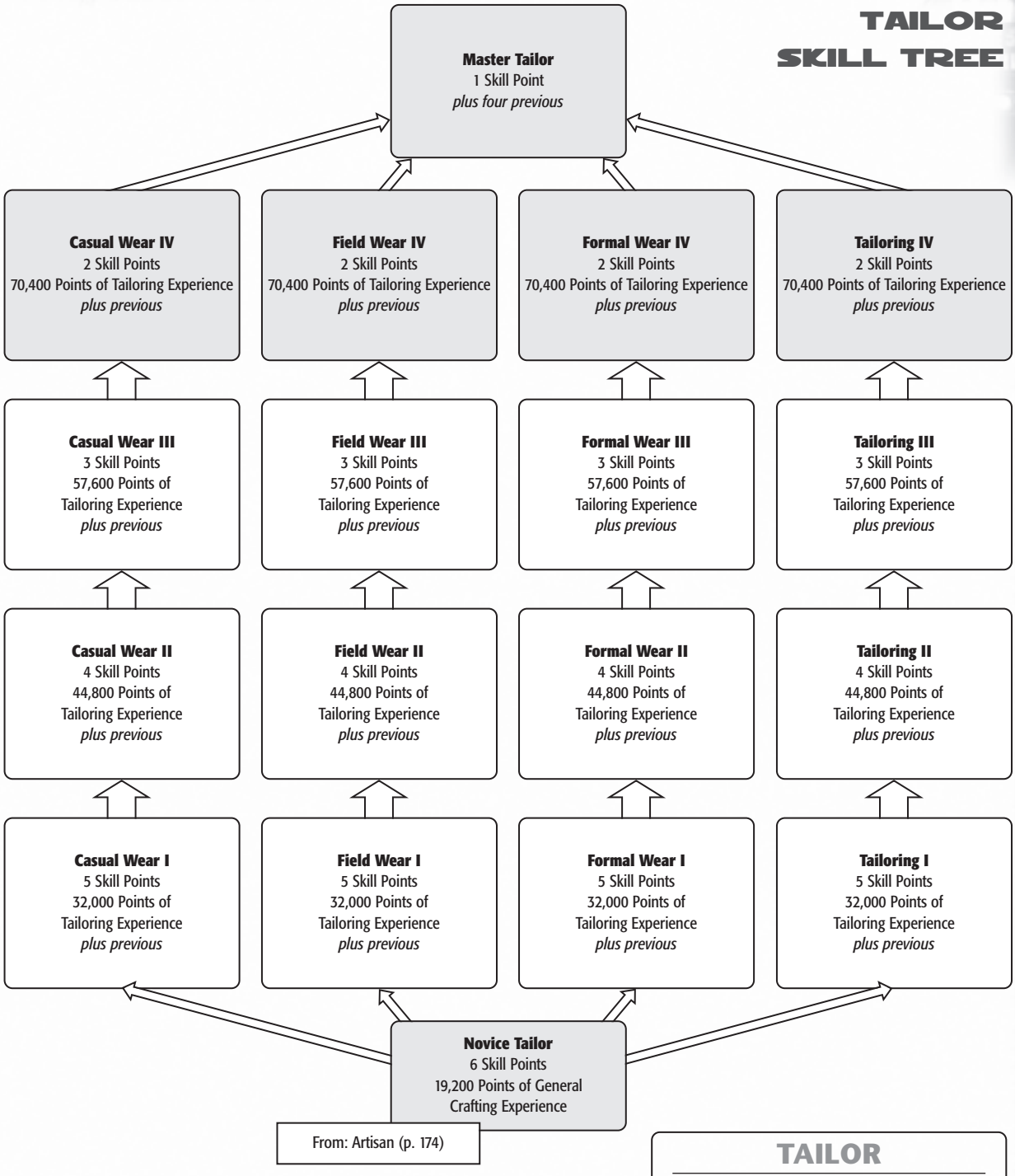
NO SKILL MODS

COMMANDS & ABILITIES

Cloak	Large Headwrap
Cloak (Hood Up)	Light Bustier
Decorative Dress	Pleated Dress
Double Robe	Small Bustier
High Quality Boots	Sports Bustier
Ith. Aquatic Pantaloon	Sunguard
Ithorian Athletic Gear	Thermal Boots
Ithorian Casual Shorts	Warm Hat
Ithorian Light Pullover	Wookiee Padded Gloves
Ithorian Racing Gear	Wookiee Smock
Ithorian Warm Jacket	

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TAILOR SKILL TREE



TAILOR
ELITE PROFESSION

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Casual Wear IV

2 Skill Points
70,400 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Belted Vest
- Crested Vest
- Ithorian Comfort-Flex
- Ithorian Fade Dyed Shirt
- Ith. Nath-Nath Ball Outfit
- Ith. Tight Fit Jumpsuit
- Leather Trim Shirt
- Long Vest
- Pantaloons
- Pilot's Jacket
- Reinforced Pullover
- Short Skirt
- Short Vest
- Sleeveless Jacket
- Sports Wrap
- Strange Ithorian Pants
- Twi'lek Bone Crest
- Twi'lek Lekku Wrap
- Wooly Shirt

Field Wear I

5 Skill Points
32,000 Tailoring Experience

Field clothing types include articles such as belts, backpacks, bandoliers and work jackets. Each skill in this category grants new field clothing schematics to the Tailor.

NO SKILL MODS

COMMANDS & ABILITIES

- Cargo Pocket
- Cargo Vest
- Cold Weather Jacket
- Ithorian Camos
- Ithorian Cargo Jacket
- Ithorian Patrol Pants
- Ithorian Utility Belt
- Long Leather Gloves
- Padded Pullover
- Patterned Wook. Gloves
- Reinforced Jacket
- Snow Boots
- Sturdy Boots
- Swoop Helm
- Tech Pack
- Uniform Boots
- Utility Belt

Field Wear II

4 Skill Points
44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Ammo Bandolier
- Basic Camos
- Bounty Hunter Pack
- Crafter's Pants
- Formfitting Undershirt
- Ithorian Ammo Bandolier
- Ithorian Cargo Pants
- Ithorian Easy Fit Shirt
- Ithorian Hunter Pack
- Ith. Med Team Jacket
- Ith. Pants w/ Knee Pads
- Ithorian Rank Sash
- Ith. Short Cargo Jacket
- Ith. Small Pocket Belt
- Ithorian Supported Shirt
- Lined Workshirt
- Link-Steel Reinf. Gloves
- Pocketed Shorts
- Rank Sash
- Reinforced Fiber Panel
- Reinforced Work Shirt
- Small Pocket Belt
- Wookiee Battle Padding
- Workman's Gloves

Field Wear III

3 Skill Points
57,600 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Armor Padding
- Decorated Belt
- Desert Command Jacket
- Heavy Reinforced Jacket
- Ithorian Decorated Belt
- Ithorian Heavy Pants
- Ithorian Jungle Shorts
- Ith. Mercenary Bandolier
- Ith. Multipocket Bandolier
- Ithorian Spec-Ops Pack
- Ithorian Sports Pullover
- Ith. Two-Strap Bandolier
- Mercenary Bandolier
- Multipocket Bandolier
- Padded Workpants
- Reinforced Pants
- Spec-Ops Duster
- Spec-Ops Pack
- Two-Strap Bandolier
- Wookiee Shoulder Pad

Field Wear IV

2 Skill Points
70,400 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Cartridge Belt
- Crested Battle Padding
- Grenadier's Belt
- Gunman's Duster
- Heavy Gloves
- Infiltration Suit
- Infiltrator Leggings
- Ithorian Cartridge Belt
- Ithorian Grenadier's Belt
- Ith. Heavy Pantaloon
- Ithorian Officer's Jacket
- Ith. Plated Pantaloon
- Ithorian Technical Suit
- Long Uniform Gloves
- Paramilitary Camos
- Reinforced Jumpsuit

Formal Wear I

5 Skill Points
32,000 Tailoring Experience

Formal wear includes articles such as dresses, robes and elaborate costumes. Each skill in this category grants new formal wear schematics to the Tailor.

NO SKILL MODS

COMMANDS & ABILITIES

- Belted Skirt
- Bristle Hide Belt
- Crested Neckpiece
- Dress Blouse
- Dress Shoes
- Dress Slippers
- Emerald Pendant
- Fashionably Pleated Skirt
- Ithorian Bristle Hide Belt
- Ith. Crested Neckpiece
- Ithorian Elder's Dress
- Ith. Emerald Pendant
- Ithorian Frilly Shirt
- Ithorian Leather Belt
- Ithorian Plated Necklace
- Ithorian Strap Belt
- Ithorian Striped Skirt
- Ithorian Tech Jacket
- Leather Belt
- Plated Necklace
- Sidebuttoned Shirt
- Sigiled Waist Wrap
- Strap Belt
- Trim
- Two-Tone Formal Skirt

Formal Wear II

4 Skill Points
44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Bake Master's Cap
- Black Leather Belt
- Cloaked Dress
- Decorative Skirt
- Decorative Vest
- Flared Jacket
- Formal Gown
- Golden Bracelet
- Golden Symbol
- Intricate Dress
- Ith. Black Leather Belt
- Ithorian Buckle Pants
- Ithorian Hemmed Skirt
- Ithorian Jazzy Jacket
- Ithorian Short Dress
- Ithorian Suit Belt
- Ithorian Widebuckle Belt
- Jewelry Setting
- Metal Band
- Robe
- Small Ithorian Chef Hat
- Suit Belt
- Suit Jacket
- Vested Jacket
- Widebuckle Belt
- Wookiee Sage's Hood

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Formal Wear III

3 Skill Points
57,600 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Band	Ith. Meshweave Pants
Decorative Headdress	Ithorian Patterned Skirt
Decorative Waist Wrap	Ithorian Religious Cap
Doctor's Dress	Ithorian Silver Pendant
Elegant Gemstone Necklace	Kitchen Master's Hat
Elegant Gown	Lined Shorts
Flared Cuff Shirt	Longsleeve Gown
Formal Gown	Puffy Ith. Chef Hat
Heavy Crystal Symbol	Signet
Ithorian Elegant Gemstone Necklace	Silver Pendant
Ith. Heavy Crystal Symbol	Slacks
Ithorian Heavy Jacket	Suit Shirt
	Trim Lined Shirt

Formal Wear IV

2 Skill Points
70,400 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Chef's Apron	Ithorian Khakis
Comfortable Slacks	Ithorian Priest's Robe
Dignified Belt	Ithorian Simplified Belt
Dress Robe	Ithorian Stately Necklace
Dress Slacks	Long Formal Jacket
Dress Uniform Jacket	Luxurious Gown
Exquisite Gown	Noble Skirt
Fancy Belt	Patterned Slip Dress
Ithorian Apron	Refined Skirt
Ith. Ceremonial Garb	Short Wrap
Ithorian Dignified Belt	Simplified Belt
Ith. Fade Pattern Jacket	Stately Necklace
Ithorian Fancy Belt	Thin Pleated Skirt

Tailoring I

5 Skill Points
32,000 Tailoring Experience

Tailoring skills increase the Tailor's ability to successfully craft clothing. These skills also increase the color customization options the Tailor has for a finished product.

SKILL MODS	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring II

4 Skill Points
44,800 Tailoring Experience

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring III

3 Skill Points
57,600 Tailoring Experience

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring IV

2 Skill Points
70,400 Tailoring Experience

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Master Tailor

1 Skill Point

The Master Tailor has the widest range of customizable clothing one can find.

SKILL MODS	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10
Clothing Customization	+55

COMMANDS & ABILITIES

Bikini Leggings	Ithorian Leather Gear
Exotic Leotard	Ithorian Mystic Shirt
Extremely Revealing Skirt	Ithorian Priest's Robe
Fighter Flightsuit	Lekku Ys'rak
Gemstone Crest	Low-Cut Top
Grand Ball Gown	Metal Bikini
Grand Healer's Robe	Revealing Bikini
Grand Mayoral Robe	Revealing Fleshwrap
Grand Twi'lek Headpiece	Revealing Top
Heavy Flightsuit	Robe of Honor
Immense Gemstone Necklace	Tactical Skinsuit
Ithorian Gemstone Crest	Trader's Flightsuit
Ithorian Immense Gemstone Necklace	Transport Flightsuit
	Twi'lek Noble Crest
	Winged Hawtpants



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TERÄS KÄSI ARTIST

"Why don't you come with us? You're pretty good in a fight. I could use you."

Derived from Brawler, p. 180.

The Teräs Käsi ("Steel Hands") Artist is well-trained and deadly in the unarmed combat arts. Unlike other martial disciplines, the Teräs Käsi exceeds the scope of other combat practices by training the mind as strenuously as the body. In an approach that acknowledges mental preparation as the real strength behind physical readiness, the Teräs Käsi Artist uses meditation to achieve high levels of concentration, enabling him or her to attack, heal wounds and take down enemies with a minimum of effort.

The Teräs Käsi Artist (commonly referred to as a TKA) has a wide range of deadly unarmed attacks modeled on animal behaviors and the forces of nature. Facing an adversary — either unarmed or with a melee-weapon — Teräs Käsi are lethal and nearly impossible to knock down or unbalance. Against an opponent armed with ranged weapons, the TKA's high-level abilities enable him or her to evade blaster fire and close in quickly, bringing enemies swiftly to the ground.

The Teräs Käsi may use their strength and talent to protect the weak without expectation of compensation, or may choose a worldlier path and use their skills to join questing groups of adventurers, work for wealthy patrons, or fight in the Galactic Civil War.

The Teräs Käsi profession requires full mastery of the Brawler profession, as well as advanced studies in power techniques, balance, precision striking and meditation. It is an arduous, albeit rewarding, career path to pursue; only the most dedicated, hardworking, and strong-willed martial arts student achieves the honorable title of Teräs Käsi Artist.

TIPS TO SUCCESS AS A TKA

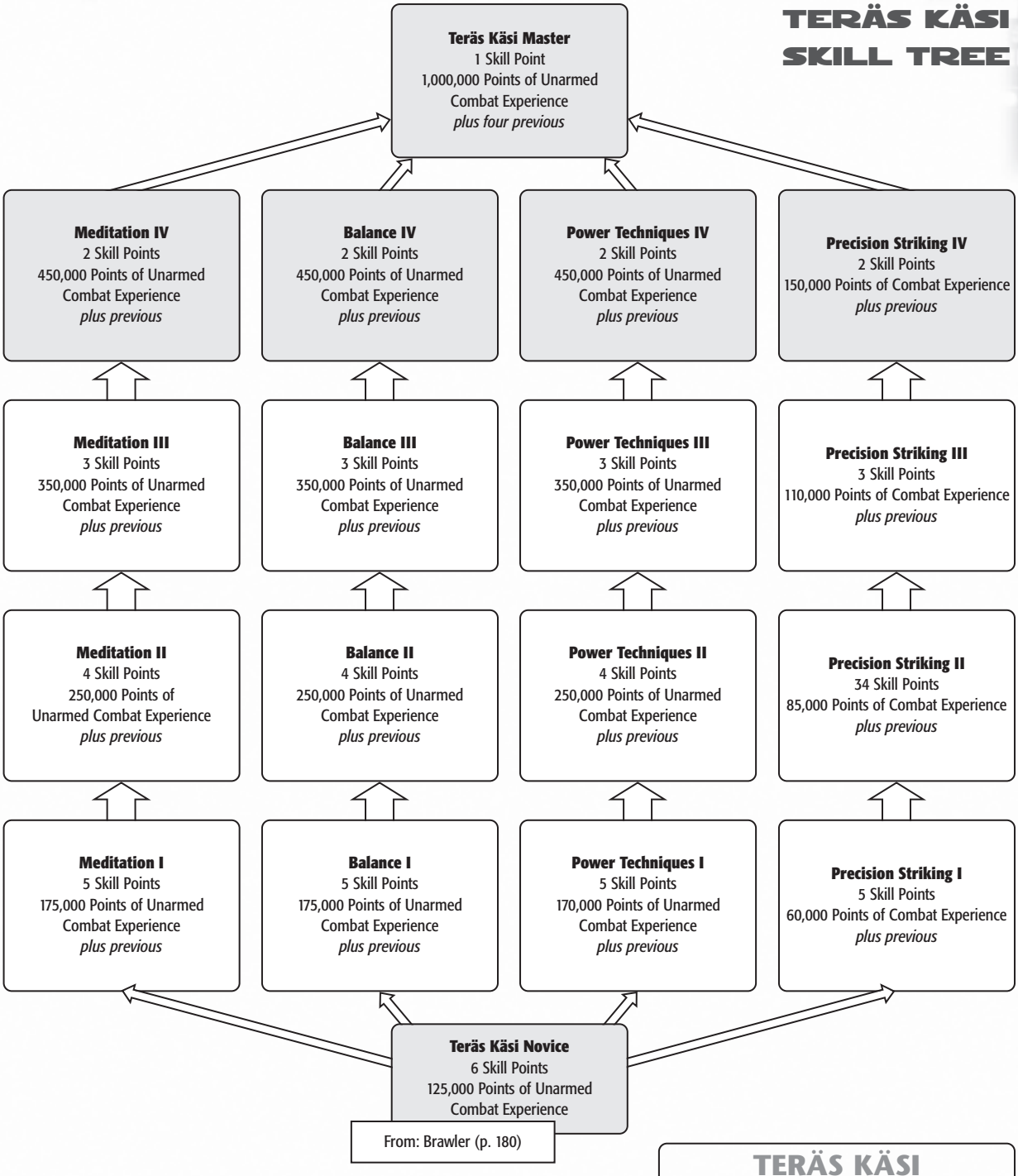
- The quickest path through the unarmed specialization skills required from the Brawler skill set is to find an aspiring and willing medic to accompany you to the field and heal you while you pummel your way through Dalyrakes or similar targets. Not only will you have less downtime, but the medic will also get all the healing XP he or she needs.
- Get a pair of vibroknucklers as soon as you can, preferably sliced for maximum damage.
- Despite your inability to use crafted armor, in group combat your primary role is to function as a front-line tanker, keeping aggro focused on you while the Swordsmen and Riflemen deal out the serious damage. Although you can certainly be an offensive asset to the party, your primary contribution is your uncanny ability to avoid and absorb damage.
- In solo combat, perhaps the ultimate Profession Combination is a TKA/Fencer with a good sideline in Medic.

Teräs Käsi Profession researched by Kristin Bates.



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TERÄS KÄSI SKILL TREE



TERÄS KÄSI
ELITE PROFESSION

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Teräs Käsi Novice

6 Skill Points
125,000 Unarmed Combat Experience

Teräs Käsi Artists are significant forces even by themselves. The Teräs Käsi Artist focuses on learning the techniques to make his or her fist and feet deadly weapons.

SKILL MODS	VALUE
Meditate	+15
Melee Defense	+15
Unarmed Accuracy	+10
Unarmed Defense	+10
Unarmed Speed	+5
Ranged Defense	+15

COMMANDS & ABILITIES

Meditate
Weapon Certification: Sayormi Heartstriker

Meditation I

5 Skill Points
175,000 Unarmed Combat Experience

This improves the Teräs Käsi student's chance to recover from injury and temporary blindness.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Blind Recovery

Meditation II

4 Skill Points
250,000 Unarmed Combat Experience

This grants the Teräs Käsi student an increase in the damage of all blows that she does.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Power Boost

Meditation III

3 Skill Points
350,000 Unarmed Combat Experience

This improve the Teräs Käsi student's chance to recover from stunning blows.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Dizzy Recovery

Meditation IV

2 Skill Points
450,000 Unarmed Combat Experience

This provides the Teräs Käsi student with the ability to stand after all have fallen around him.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Force of Will

Balance I

5 Skill Points
175,000 Unarmed Combat Experience

This allows the Teräs Käsi student to understand how to merge the concepts of stability and instability into a more complete form.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Defense	+5

COMMANDS & ABILITIES

Improved Center of Being

Balance II

4 Skill Points
250,000 Unarmed Combat Experience

This gives further understanding of the benefits of self-balance as compared to the offensive capabilities of imbalance.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Defense	+5

COMMANDS & ABILITIES

Improved Leg Sweep

Balance III

3 Skill Points
350,000 Unarmed Combat Experience

This conveys a higher understanding of how to use mobility and immobility as two parts of the same technique, to imbalance one's opponents while maintaining a rock-solid balance of self.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Defense	+5

COMMANDS & ABILITIES

Stun Recovery
Weapon Certification: Sayormi Soulstinger

Balance IV

2 Skill Points
450,000 Unarmed Combat Experience

This is the final key to true understanding of the potential use of gravity as an additional weapon in your arsenal.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Defense	+5
Unarmed Defense	+5

COMMANDS & ABILITIES

Advanced Leg Sweep

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Power Techniques I

5 Skill Points
175,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Unarmed Speed	+5

COMMANDS & ABILITIES
Dizzy Attack

Power Techniques II

4 Skill Points
250,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Unarmed Speed	+5

COMMANDS & ABILITIES
Taunt Bonus

Power Techniques III

3 Skill Points
350,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Melee Speed	+5
Unarmed Speed	+5

COMMANDS & ABILITIES
Improved Dizzy Attack

Power Techniques IV

5 Skill Points
450,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks. At this level of expertise, you can do considerable unarmed damage to an opponent.

SKILL MODS	VALUE
Melee Speed	+5
Unarmed Speed	+5

COMMANDS & ABILITIES
Taunt Bonus

Precision Striking I

5 Skill Points
60,000 Combat Experience

This sets the Teräs Käsi student on the beginning of the path towards accuracy in attacking. It also allows her to accurately deliver a series of devastating attacks against an opponent.

SKILL MODS	VALUE
Melee Accuracy	+10
Melee Defense	+5

COMMANDS & ABILITIES
Combo Attack

Precision Striking II

4 Skill Points
85,000 Combat Experience

This furthers the Teräs Käsi student's understanding of accurate attacks.

SKILL MODS	VALUE
Melee Accuracy	+10
Melee Defense	+5

COMMANDS & ABILITIES
Taunt Bonus

Precision Striking III

3 Skill Points
110,000 Combat Experience

This brings the Teräs Käsi student to a true understanding of how to accurately attack his opponents with multiple attacks.

SKILL MODS	VALUE
Melee Accuracy	+15
Melee Defense	+5

COMMANDS & ABILITIES
Improved Combo Attack

Precision Striking IV

2 Skill Points
150,000 Combat Experience

This completes the Teräs Käsi student's learning of the secrets of accuracy, which also conveys important insights into self-defense. At this level of understanding, one is able to attack the head, legs or body of an opponent with ease.

SKILL MODS	VALUE
Melee Accuracy	+15
Melee Defense	+5

COMMANDS & ABILITIES
Taunt Bonus

Teräs Käsi Master

1 Skill Point
1,000,000 Unarmed Combat Experience

Teräs Käsi Masters are the most feared melee combat opponents, as they can deliver rapid, damaging blows to even the strongest of enemies.

SKILL MODS	VALUE
Meditate	+25
Melee Accuracy	+25
Melee Defense	+20
Melee Speed	+10
Unarmed Defense	+15

COMMANDS & ABILITIES
Advanced Combo Attack
Advanced Dizzy Attack
WEAPON CERTIFICATION: Black Sun Razor Knuckler
WEAPON CERTIFICATION: Knuckles of the Katarn
WEAPON CERTIFICATION: Necrosis Nightblade

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WEAPONSMITH

"Hello there, young soldier. How may I be of service? Ahh…you are looking for a finely crafted weapon! I have plenty to choose from. Please take a gander at my wide selection; you will most definitely be pleased by what I have to offer."

Derived from Artisan, p. 174.

The life of a Weaponsmith is certainly one of great rewards, but before you can reap the benefits, you must go through the arduous of learning the art of the craft — which weapons require what resources, and which version of Kammris Iron is best for the ultimate power hammer, and which to use in the Bounty Hunter's EE3 Carbine.

A Weaponsmith will start as a small business, and with enough hard work and dedication to the craft, can turn into a large enterprise. A good Weaponsmith offers a wide range of weaponry to satisfy all customers and has the required dedication and personality to satisfy most special order requests. An important thing to remember as a newcomer to the craft is that success doesn't happen overnight. Don't get discouraged if you do not sell many weapons overnight, and make sure to keep up-to-date with the server's best resources for each particular craftable item. Only that and patience will help to grow your business grow.

All that said, the Weaponsmith is one of the most vital professions in the galaxy. The Galactic Civil War rages, far-flung towns have become lawless, the wilderness is rife with deadly beasts, so out of necessity every citizen must arm him or herself, and it's the Weaponsmith who supplies and repairs the best weapons credits can buy.

The Weaponsmith is a highly trained Artisan, skilled in all the basic disciplines of engineering, resource-gathering, domestic arts, and commerce, who has gone on to absorb all there is to know about firearms, munitions, melee weapons, and crafting techniques—a true master in the art of custom weapon creation.

Weaponsmiths are a strong commercial presence in any community; their skills are in constant demand and the good ones can pick and choose their customers—providing weaponry for special groups of townspeople, criminal factions, individual clients, or combatants involved in the Galactic Civil War. Any Artisan who appreciates fine weapons production and craves financial prosperity will enjoy the Weaponsmith profession.

WEAPONSMITH PLAYING TIPS

Experimentation

- Experimentation Points can be spent in one experimentation attempt in hopes of an amazing success, or gradually in multiple experimentation attempts if you prefer to try and average out your failures.
- Pay attention to what your customers are asking for in experimentation. Most will want maximum damage all the way; however, you can gain benefits gained in other areas without sacrificing damage.
- Use the best resources for your project in order to maximize your experimentation effectiveness. For example, if an item calls for 80% Unit Toughness and 20% Overall Quality, do your best to fill both requirements, but concentrate on the higher percentage if you have to make sacrifices.

Tools

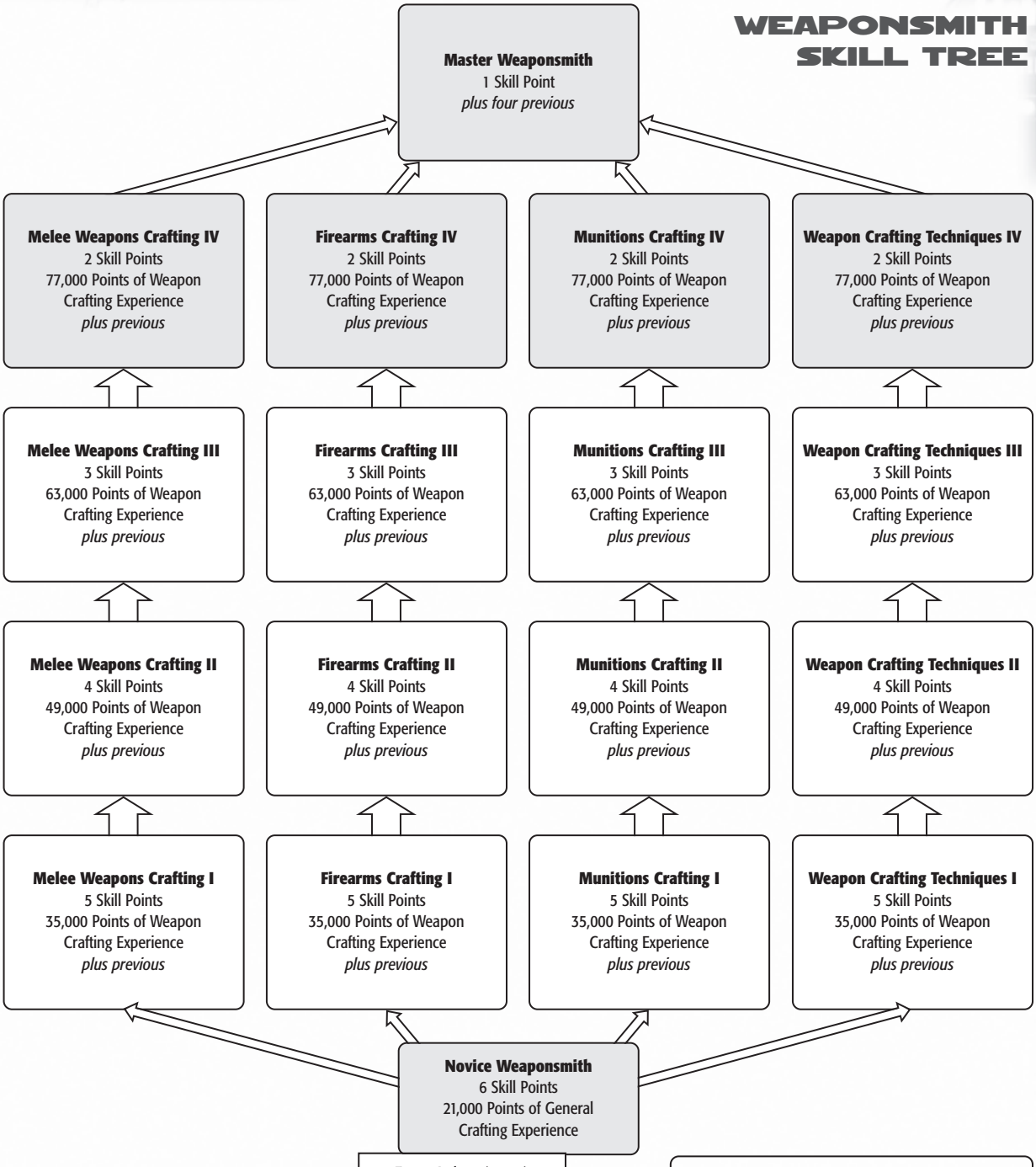
- Use the right tool for the job. The majority of work will be done with a Weapon & Droid crafting tool.
- Crafting Stations (public or private) allow access to higher schematics and experimentation when used in conjunction with the appropriate crafting tool.
- A lot of advanced schematics require identical components, such as three identical power handlers. These can only be produced in a factory, and they have to be produced in the same production run.
- Using a factory, you can make a batch of identical weapons that all bear the same stats — handy for making a lot of exceptional weapons.

Power leveling

- While leveling through the Weaponsmith skill trees, use practice mode to earn a small XP bonus.
- Crafting macros can help speed up the process by skipping through a few confirmation dialogues.
- Use as many crafting tools as you need to keep the process running full speed.
- Factories only produce a small amount of XP as compared to making the item by hand. Only use factories for XP if you have an abundance of resources. Keep in mind you have to be within the vicinity of a Factory to gain XP.
- People who use your items grant you User XP. Currently, you can get XP equal to the amount you received for crafting the item.

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WEAPONSMITH SKILL TREE



WEAPONSMITH
ELITE PROFESSION

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WEAPON ENHANCEMENT GUIDE

Melee Weapon Enhancements

- Acklay Bones (Gaderiffi Baton, Stun Baton, Power Hammer)
- Rancor Teeth (Bladed Weapons)
- Vibro Motors (Vibro Weapons)

Ranged Weapon Enhancements

- Krayt Dragon Tissue (All except FWG5, Tangle Pistol, Launcher Pistol and Spraystick)
- Energy Capacitors (All except FWG5, Tangle Pistol, Launcher Pistol and Spraystick)
- Projectile Feed Mechanism (FWG5, Tangle Pistol, Launcher Pistol, Spraystick, Bowcaster)
- Gorax Bone Shards (FWG5, Tangle Pistol, Launcher Pistol, Spraystick, Bowcaster)
- Spider Fangs (FWG5, Tangle Pistol, Launcher Pistol, Spraystick, Bowcaster)

Novice Weaponsmith

6 Skill Points

21,000 General Crafting Experience

The Weaponsmith can craft a wide variety of dangerous weapons out of raw materials.

SKILL MODS	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

COMMANDS & ABILITIES

- Blade Vibro Unit
- Blaster Power-Handler
- Blaster-Pistol Barrel
- C12 Fragmentation Grenade
- D18 Pistol
- DLT20 Rifle
- Light Warhead Mechanism
- Metal Staff
- Projectile Feed Mechanism
- Projectile Pistol Barrel
- Reinforcement Core
- Rifle Stock
- Sword
- Sword Core
- Warhead Fusing Mechanism
- Weapon Scope
- Weapon Upgrade Kit

Melee Weapons Crafting I

5 Skill Points

35,000 Weapon Crafting Experience

This teaches the Weaponsmith how to make more complex melee weapons.

NO SKILL MODS

COMMANDS & ABILITIES

- Lance
- Gaderiffi Baton
- Two-Handed Axe

Melee Weapons Crafting II

4 Skill Points

49,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Advanced Reinforcement Core
- Advanced Sword Core
- Curved Sword
- Vibro Knuckler

Melee Weapons Crafting III

3 Skill Points

63,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Advanced Vibro Blade Unit
- Ryyk Blade
- Two-Handed Curved Sword
- Vibro Blade

Melee Weapons Crafting IV

2 Skill Points

77,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Stun Baton
- Two-Handed Cleaver
- Vibro Axe
- Vibro Lance

Firearms Crafting I

5 Skill Points

35,000 Weapon Crafting Experience

This grants the Weaponsmith knowledge of how to make more complex firearms.

NO SKILL MODS

COMMANDS & ABILITIES

- Blaster-Rifle Barrel
- Chemical Dispersion Mechanism
- DH17 Carbine
- DL44 Pistol
- DLT20a Rifle
- Projectile Rifle Barrel
- Scout Blaster

Firearms Crafting II

4 Skill Points

49,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- DH17 Short Carbine
- DL44 Metal Pistol
- FWG5 Pistol
- Striker Pistol
- Tusken Rifle

Firearms Crafting III

3 Skill Points

63,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Advanced Blaster Pistol Barrel
- Advanced Blaster Power Handler
- Advanced Projectile Feed Mechanism
- Advanced Projectile Pistol Barrel
- Advanced Weapon Scope
- Advanced Weapon Stock
- Blaster-Pistol Barrel
- DH17 Pistol
- E11 Carbine
- E11 Rifle
- Launcher Pistol
- Power 5 Pistol
- Scatter Pistol
- SG82 Rifle

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Firearms Crafting IV

2 Skill Points
77,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Advanced Blaster Rifle Barrel
- Advanced Chemical Dispersion Mechanism
- Advanced Projectile Rifle Barrel
- Beam Rifle
- EE3 Carbine
- Heavy Partical Beam Cannon
- Laser Carbine
- Laser Rifle
- Lightning Beam Cannon
- Lightning Cannon
- Spray Stick
- SR Combat Pistol

Munitions Crafting I

5 Skill Points
35,000 Weapon Crafting Experience

This teaches the Weaponsmith how to make explosives.

NO SKILL MODS

COMMANDS & ABILITIES

- C22 Fragmentation Warhead
- Chemical Warhead
- DRX Mine
- Medium Warhead Mechanism

Munitions Crafting II

4 Skill Points
49,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- CryoBan Grenade
- Glop Grenade
- Heavy Warhead Mechanism
- Warhead Stabilizing Devices

Munitions Crafting III

3 Skill Points
63,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Thermal Detonator
- XG Mine

Munitions Crafting IV

2 Skill Points
77,000 Weapon Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

- Proton Grenade
- Anti-Vehicular Mine

Weapon Crafting Techniques I

5 Skill Points
35,000 Weapon Crafting Experience

This grants improved ability in the skills needed to craft all types of weapons.

SKILL MODS	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

NO COMMANDS & ABILITIES

Weapon Crafting Techniques II

4 Skill Points
49,000 Weapon Crafting Experience

SKILL MODS	VALUE
Weapon Assembly	+15
Weapon Experimentation	+15

NO COMMANDS & ABILITIES

Weapon Crafting Techniques III

3 Skill Points
63,000 Weapon Crafting Experience

SKILL MODS	VALUE
Weapon Assembly	+20
Weapon Experimentation	+20

NO COMMANDS & ABILITIES

Weapon Crafting Techniques IV

2 Skill Points
77,000 Weapon Crafting Experience

SKILL MODS	VALUE
Weapon Assembly	+20
Weapon Experimentation	+20

NO COMMANDS & ABILITIES

Master Weaponsmith

1 Skill Point

The Master Weaponsmith is able to create the most deadly weapons one can find.

SKILL MODS	VALUE
Weapon Assembly	+25
Weapon Experimentation	+25

COMMANDS & ABILITIES

- Acid Stream Launcher
- DX2 Pistol
- DXR6 Carbine
- Elite Carbine
- Flame Thrower
- Heavy Acid Rifle
- Imperial Detonator
- Jawa Ion Rifle
- Long Vibro Axe
- Power Hammer
- Republic Blaster
- Rocket Launcher
- T21 Rifle
- Tangle Pistol

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THE HYBRID PROFESSIONS

Because these careers derive from multiple sources, they are harder to achieve. But the rewards are worthwhile. Because these careers are difficult to master (or reach) their practitioners are sought after.

BIO-ENGINEER

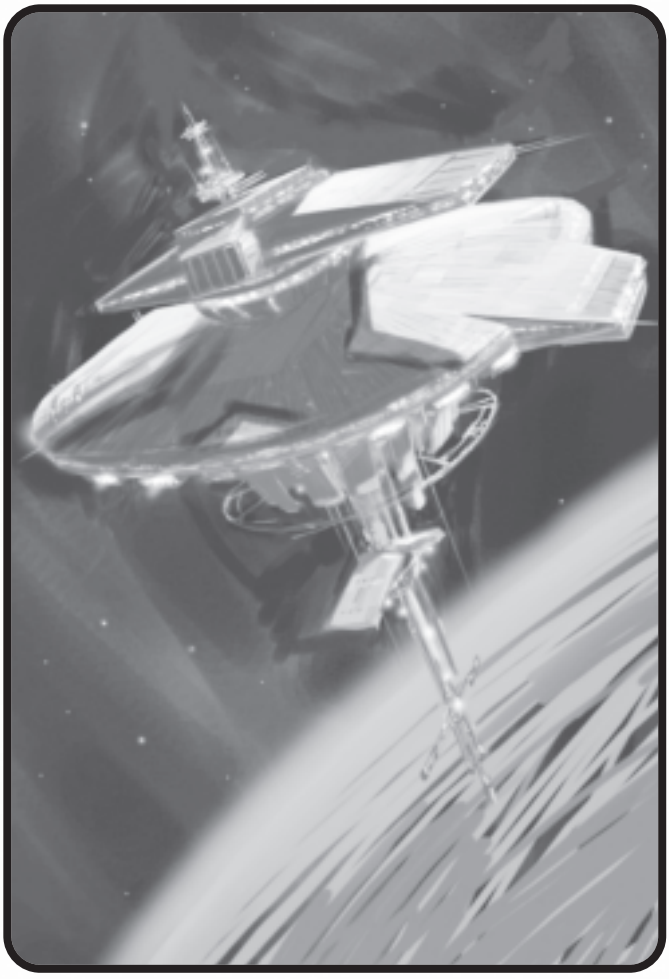
"Your clones are very impressive."

Derived from Medic, p. 195, and Scout, p. 200.

The Bio-Engineer takes the wonders of nature and manipulates them to his or her desire with the power of genetic engineering and cloning. Using this power well takes science another step forward with beneficial results for society. Using this power poorly can lead to the side of the ethical line that not even the Empire is willing to cross.

Bio-Engineers are the game's primary source of advanced medical technology, since medical crafting was removed from the Doctor's abilities with the Episode 3 combat updates.

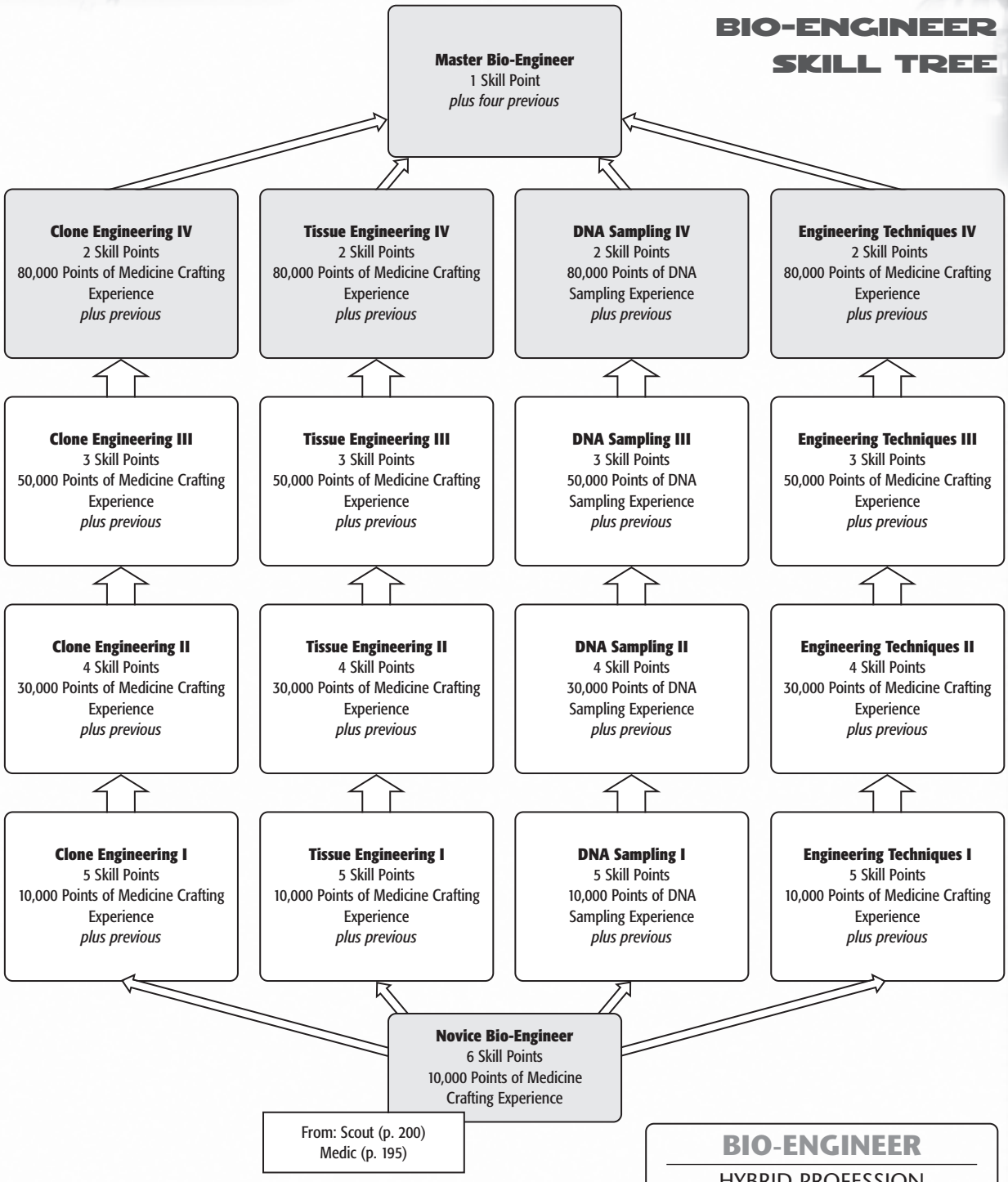
To gain the necessary elements for their experiments, Bio-Engineers collect samples of DNA from a variety of specimens, living or dead, and analyze which combinations provide the optimum profile. With this knowledge, and employing a comprehensive knowledge of clone engineering, they can safely breed dewbacks, banthas, and more in the laboratory. Bio-Engineers with a solid foundation in tissue engineering can go beyond even this, imbuing their creations with enhanced reflexes, physical prowess, and mental capabilities far above what their natural counterparts could ever possess. Brilliant experiments are rumored to have been taught to do actions that one had thought only humanoids could perform. The only hindrance to becoming a Bio-Engineer is the necessity of maintaining a comprehensive knowledge of the Medic's organic chemistry and the inner workings of creatures only gained through a Scout's hunting experience. After that, the Bio-Engineer is free to seek profit in cloning a line of tireless eopies, to feed the world by boosting the yield of flora harvesters, or to cultivate the mad scientist within and originate a new breed of rancor with the terrifying power of camouflage. This power and these choices belong only to the Bio-Engineer.



— John Kwong

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BIO-ENGINEER SKILL TREE



BIO-ENGINEER
HYBRID PROFESSION

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Novice Bio-Engineer

6 Skill Points
10,000 Medicine Crafting Experience

Novice Bio-Engineers gain the ability to sample DNA from living organisms and use those samples to modify the genetic structure of cloned animals. Also, Bio-Engineers can create genetically modified organic components that grant unique attributes to clothing and foods that are created with them.

SKILL MODS	VALUE
DNA Harvesting	+15
Medical Assembly	+10
Medical Experimentation	+10

COMMANDS & ABILITIES

Reconnaissance Armor Accuracy Mitigation	+10
Reconnaissance Armor Movement Mitigation	+10
Reconnaissance Armor Rate of Fire Mitigation	+30
Advanced Dispersal Mechanism	
Advanced Solid Delivery Shell	
Bearded Jax	Neuron Enhancers
Durni	Pet Stimpack A
Eopie	Squall
Generic DNA Template	Swirl Prong
Gnort	Vir Vur
Ikopi	Sample DNA
Kaadu	
Multisaccharide Dimate	

Clone Engineering I

5 Skill Points
10,000 Medicine Crafting Experience

This grants the Bio-Engineer the ability to clone more diverse and dangerous creatures.

NO SKILL MODS

COMMANDS & ABILITIES

Bageraset	Krahbu
Cu Pa	Kwi
Dewback	Mott
Gualama	Roba
Gurnaset	Tybis
Huurton	Verne
Kahmurra	

Clone Engineering II

4 Skill Points
30,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Boar Wolf	Kima
Bocatt	Kusak
Carrion Spat	Langlatch
Choku	Pugoriss
Dune Lizard	Vesp
Gurrcat	Zucca Boar

Clone Engineering III

3 Skill Points
50,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Bantha	Falumpaset
Blurrg	Gronda
Bol	Piket
Bolle Bol	Ronto
Bolma	Snorbal
Bordok	Thune
Brackaset	

Clone Engineering IV

2 Skill Points
80,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Angler	Mawgax
Dalyrake	Merek
Guf Drolg	Narglatch
Gurrek	Razor Cat
Hermit Spider	Shear Mite
Kliknik	Slice Hound

Tissue Engineering I

5 Skill Points
10,000 Medicine Crafting Experience

This grants the Bio-Engineer the ability to to create more specialize organic components.

NO SKILL MODS

COMMANDS & ABILITIES

Confidence Cloth	Myoflex Cloth Treatment
Hyper Yeast Additive	Pet Vitality Medpack A
Micronutrient Supplement	

Tissue Engineering II

4 Skill Points
30,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Carboreductive Catalyst
Hyper Yeast Concentrate
Passive Biosensors
Passive Tranquilizers
Pet Stimpack B
Scent Camouflage
Visualizers

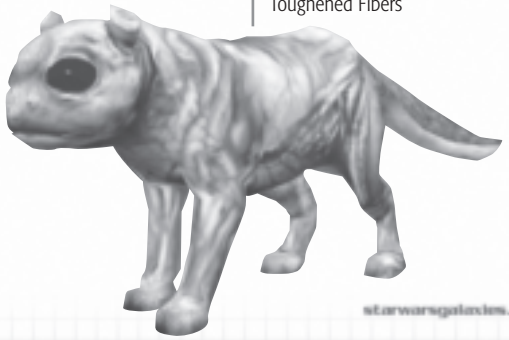
Tissue Engineering III

3 Skill Points
50,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Broad-Spectrum Nutrients
Caloric Conversion Supplement
Pathway Agents
Enhanced Myoflex Treatment
Multisaccharide Tetramate
Pet Vitality Medpack B
Toughened Fibers



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Tissue Engineering IV

2 Skill Points
80,000 Medicine Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Active Biosensors
Active Tranquilizers
Crystalization Circuitry
Edible Nano Constructors
Multisaccharide Pentamate
Pet Stimpack C
Scent Neutralization

DNA Sampling I

5 Skill Points
10,000 DNA Sampling Experience

This improves the ability to successfully collect DNA samples with less trauma to the donor creature.

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

DNA Sampling II

4 Skill Points
30,000 DNA Sampling Experience

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

DNA Sampling III

3 Skill Points
50,000 DNA Sampling Experience

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

DNA Sampling IV

2 Skill Points
80,000 DNA Sampling Experience

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

Engineering Techniques I

5 Skill Points
10,000 Medicine Crafting Experience

This teaches the Bio-Engineer more advanced ways to manipulate genetics.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Advanced Chemical Release Duration Mechanism
Bacta Toss Enhancer
Stabilizer Enhancer
Instant Stimpack-C

Engineering Techniques II

4 Skill Points
30,000 Medicine Crafting Experience

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Advanced Infection Amplifier
Bacta Spray Enhancer
Nutrient Injection Enhancer

Engineering Techniques III

3 Skill Points
50,000 Medicine Crafting Experience

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Advanced Resilience Compound
Bacta Infusion Enhancer
Bacta Jab Enhancer
Endorphin Injection Enhancer
Neurotoxin Enhancer

Engineering Techniques IV

2 Skill Points
80,000 Medicine Crafting Experience

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Deuterium Toss Enhancer
Disinfect Enhancer
Thyroid Rupture Enhancer
Traumatize Enhancer
Instant Stimpack-D

Master Bio-Engineer

1 Skill Point

Master Bio-Engineers have mastered the ability to clone some of the most dangerous creatures known in the galaxy, as well as the ability to create very powerful custom organic components.

SKILL MODS	VALUE
DNA Harvesting	+25

COMMANDS & ABILITIES

Carbocaloric Eliminator
Fambaa
Fear Release
Graul
Huf Dun
Intelligent Nanonutrients
Kimogila
Malkloc
Pet Stimpack-D
Pet Vitality Medpack-C
Rancor
Sharnaff
Tensile Resistance
Torton
Veermok
Woolamander

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BOUNTY HUNTER

"This Bounty Hunter is my kind of scum, fearless and inventive."

Derived from Scout, p. 200, and Marksman, p. 190.

Fearless and inventive are good words to describe the Bounty Hunter. Dangerous would be even more appropriate. Tracking down the scum of the galaxy is not a job for the weak at heart. Some argue whether Bounty Hunters even have hearts.

Bounty Hunters are deadly fighters and shrewd investigators—required skills for this line of work. The bounties are those who are too slippery or dangerous for the authorities (or usual brand of thugs). The Bounty Hunter uses informants, genetic records, tracking droids, intuition, and luck to find these seedy characters. Some set certain standards of whom they will track down, but most will go after anyone—for the right price. That price is usually fairly high, which makes the Bounty Hunter profession a lucrative one. Successful Bounty Hunters can buy the best arms, armor, and equipment available. Their profession requires them to have the very best if they hope to survive.

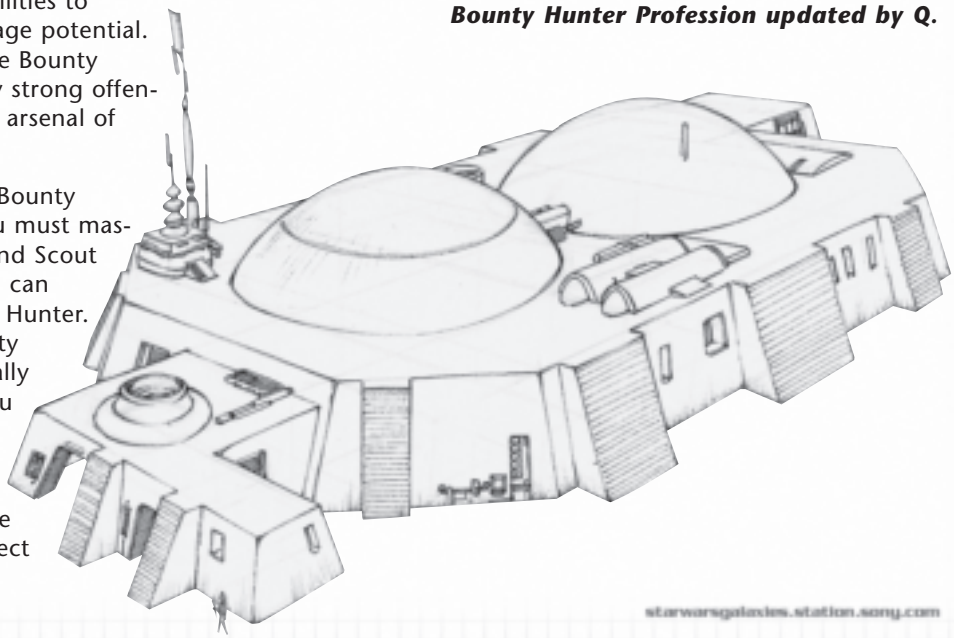
In group combat, the Bounty Hunter is classified as a Tanker, specializing in damage mitigation. In other words, the Bounty Hunter draws enemy aggro, while using his abilities to reduce the enemy's damage potential. For a tanker, however, the Bounty Hunter boasts remarkably strong offensive potential, due to her arsenal of several unique weapons.

The road to becoming a Bounty Hunter is hardly easy. You must master both the Marksman and Scout Exploration IV before you can become a Novice Bounty Hunter. The road to Master Bounty Hunter proves to be equally challenging, requiring you to master skills from the previous trees and new skills you will gain along the way. Each of the three combat trees you can select are equally beneficial. Carbon Specialization opens up skills like Underhand Shot, which is of paramount importance in taking down difficult targets. Blaster Specialization adds some great bleeding attacks, and Eye Shot is particularly good for disorienting your foe. Lightning Rifle Specialization is a unique weapon path for the Bounty Hunter, allowing you to use a very powerful weapon that most targets (and creatures) have little resistance against. Investing your hard-earned credits in a well-made Light Lightning Cannon will do wonders for your job efficiency.

Arguably, the most difficult tree in the profession to increase is Investigation. Experience points are gained by obtaining a mission from a Bounty Hunter mission terminal, speaking with a local contact (any designated informant will work), using a droid to track the target, and finally, taking the target down. Besides becoming a better hunter, however, the Investigation tree also rewards the Bounty Hunter with damage mitigation.

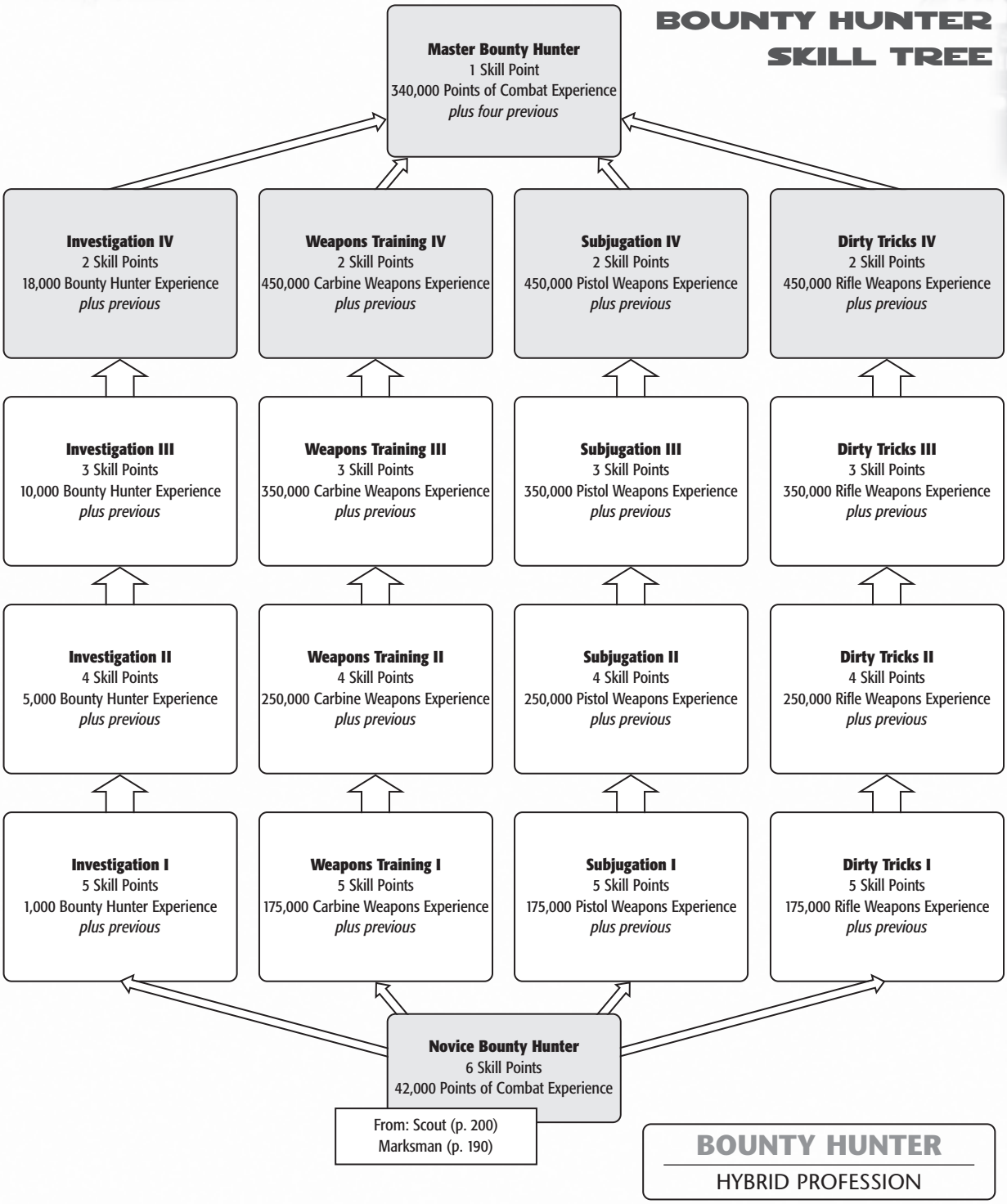
Above all, equipment is the most important asset for the Bounty Hunter. Whereas any droid will work for tracking your target (seeker droids for local target, Arakyd probe droid for inter-planetary target), making sure you have the best armor and weapons your credits can buy will see you through the hardships of this profession.

—Jeff Sanders
Bounty Hunter Profession updated by Q.



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BOUNTY HUNTER SKILL TREE



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Novice Bounty Hunter

6 Skill Points
42,000 Combat Experience

The Bounty Hunter is effective at tracking down and taking care of the target.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Melee Defense	+10
Ranged Accuracy	+10
Ranged Defense	+10
Ranged Speed	+5

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+20
Assault Armor Movement Mitigation	+30
Assault Armor Rate of Fire Mitigation	+10
Weapon Certification: Light Lightning Cannon	
Weapon Certification: Lightning Rifle	
Weapon Certification: Scatter Pistol	
Weapon Certification: C-10 "Dragoney Reaper"	

Investigation I

5 Skill Points
1,00 Bounty Hunter Experience

This teaches simple methods in information extraction and street sleuthing, allowing you to find your bounty a bit more easily.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Droid Precision	+70
Droid Speed	+10

COMMANDS & ABILITIES

Droid Find
Duelist Stance

Investigation II

4 Skill Points
5,000 Bounty Hunter Experience

This teaches further sleuthing methods, bolstered with modern droid technology, allowing you to track your bounty faster.

SKILL MODS	VALUE
Droid Precision	+50
Droid Speed	+40

NO COMMANDS & ABILITIES

Investigation III

3 Skill Points
10,000 Bounty Hunter Experience

This offers the Bounty Hunter a more thorough understanding of how to piece together random bits of information to create an information chain that can lead you right to your prey.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Droid Speed	+30
Droid Tracking Speed	+40
Tracking Droid Effectiveness	+50
Tracking Droids	+4

COMMANDS & ABILITIES

Droid Track

Investigation IV

2 Skill Points
18,000 Bounty Hunter Experience

This completes the Bounty Hunter's understanding of investigative techniques, brought to incredible focus for one reason: To hunt people down.

SKILL MODS	VALUE
Droid Tracking Speed	+30
Tracking Droids	+4
Tracking Droid Effectiveness	+40

COMMANDS & ABILITIES

Assault Armor Movement Mitigation	+40
Improved Duelist Stance	

Weapons Training I

5 Skill Points
175,000 Carbine Weapons Experience

This teaches a better understanding of weaponry and how best to use it to bring down your prey.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Speed	+3
Ranged Defense	+2

COMMANDS & ABILITIES

Critical Shot

Weapons Training II

4 Skill Points
250,000 Carbine Weapons Experience

This instructs you in the best ways to take multiple opponents down.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+3
Ranged Defense	+2

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+30
Spray Shot	

Weapons Training III

3 Skill Points
350,000 Carbine Weapons Experience

This teaches you the best places to aim.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Speed	+3
Ranged Defense	+5

COMMANDS & ABILITIES

Improved Critical Shot

Weapons Training IV

2 Skill Points
450,000 Carbine Weapons Experience

This gives you an extremely lethal grasp of advanced weapon techniques against multiple targets. You will be able to demolish lesser opponents with impunity.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Improved Spray Shot
Weapon Certification: Czerka Dart Carbine

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Subjugation I

5 Skill Points
175,000 Pistol Weapons Experience

This gives you a better understanding of how to subdue your prey.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Speed	+2
Ranged Defense	+3

COMMANDS & ABILITIES
Underhand Shot

Subjugation II

4 Skill Points
250,000 Pistol Weapons Experience

This gives you new and different ways to capture your quarry.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+2
Ranged Defense	+3

COMMANDS & ABILITIES
Confusion Shot

Subjugation III

3 Skill Points
350,000 Pistol Weapons Experience

This further instructs you on bringing your target in alive rather than dead.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Speed	+2
Ranged Defense	+5

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+40
Improved Underhand Shot	

Subjugation IV

2 Skill Points
450,000 Pistol Weapons Experience

Ends training, live capture techniques.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Accuracy	+5
Ranged Defense	+5

COMMANDS & ABILITIES
Improved Confusion Shot

Dirty Tricks I

5 Skill Points
175,000 Rifle Weapons Experience

Gives a basic knowledge of where to hit opponent to do most damage.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+10

COMMANDS & ABILITIES
Eye Shot

Dirty Tricks II

4 Skill Points
250,000 Rifle Weapons Experience

This further instructs you in vile tactics to use against an opponent.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+10

NO COMMANDS & ABILITIES

Dirty Tricks III

3 Skill Points
350,000 Rifle Weapons Experience

This teaches you more soft spots to exploit on an opponent.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Speed	+5
Ranged Defense	+10
Ranged Accuracy	+5

NO COMMANDS & ABILITIES

Assault Armor Rate of Fire Mitigation	+20
Torso Shot	
WEAPON CERTIFICATION: Retribution	

Dirty Tricks IV

2 Skill Points
450,000 Rifle Weapons Experience

This gives you an encyclopedic knowledge of vulnerable anatomical areas of every species in the galaxy.

SKILL MODS	VALUE
Melee Defense	+5
Ranged Accuracy	+5
Ranged Defense	+10

COMMANDS & ABILITIES
Improved Eye Shot

Master Bounty Hunter

1 Skill Point
340,000 Combat Experience

The Master Bounty Hunter can track down and eliminate almost any opponent.

SKILL MODS	VALUE
Droid Precision	+10
Droid Speed	+10
Droid Tracking Speed	+10
Melee Defense	+15
Ranged Accuracy	+15
Ranged Defense	+15
Ranged Speed	+10
Tracking Droid Effectiveness	+10
Tracking Droids	+4

COMMANDS & ABILITIES

Advanced Critical Shot	
Assault Armor Movement Mitigation	+60
WEAPON CERTIFICATION: Covert Retaliation	
WEAPON CERTIFICATION: High Capacity Scatter Pistol	
WEAPON CERTIFICATION: Proton Carbine	

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COMBAT MEDIC

"Take care, sir."

Derived from Medic, p. 195, and Marksman, p. 190.

The ability to throw a grenade that heals your fighters in combat can make you a pleasant and welcome member of any team. After the main tanks get aggro'd upon by the mobs, stand back and toss your area effect healing grenades. Stay at your maximum range so you are less likely to draw unwanted attention. If you do wind up having unwanted attention from your opponents, land a Suppression fire on the aggressor and let your team know quickly so they can recall its attention. Healing a group of people can lift you on the hate list pretty quickly, so reserve your big stims for when they are needed the most.

Combat Medics are the best healers during battle, due to their ability to heal allies at range, where a Doctor has to make physical contact to heal. In addition, the offensive capability granted by your Poisons and Diseases, while not devastating compared to some other professions' attacks, can provide your group with an essential edge, particularly during long and massive combats.



TIPS

PvE Combat. When engaging in combat with mobs, combining your ranged Poisons and Diseases with your favorite weapon can spell a nasty finish for your foes. The more advanced the Poison or Disease, the less likely your foe is to resist, and the more likely you are to do full damage.

A Poison eats away at the HAM bar and delivers damage over time (DoT). Throwing one of these on a mob and running from them is a form of kiting. Once it sticks, using the correct combat style will take them down quickly.

A Disease will cause Wound damage. This will lower the maximum amount of the affected HAM bar, but does not work as quickly as a Poison.

PvP Combat. Area effect Mind Disease and Poison can earn you some enemies very quickly. Not that it really matters, though, because you have the ability to put a quick end to most of them.

Make it a habit to keep some brandy made by a Chef or some Muon Gold crafted by a Smuggler. It might just save your hide! Hitting enemy Doctors with these will hinder their ability to heal their fellow teammates, which will make your teammates happy.

Novice Combat Medic

6 Skill Points
125,000 Medical Experience

Combat Medics are invaluable to any fighting unit. Not only can they heal injured combatants in the field, they can hold their own in a firefight. They continue to gain improved crafting skills, and bonuses to healing large amounts of damage.

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5
Medical Warfare Efficiency	+10
Healing Efficiency	+10
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES	
Battle Armor Accuracy Mitigation	+20
Battle Armor Movement Mitigation	+20
Battle Armor Rate of Fire Mitigation	+20
Neurotoxin	

Distance Healing I

5 Skill Points
175,000 Medical Experience

This teaches the use of bacta delivery devices for ranged damage healing.

SKILL MODS	VALUE
Healing Efficiency	+10
Ranged Defense	+5

COMMANDS & ABILITIES	
Improved Bacta Toss	

Distance Healing II

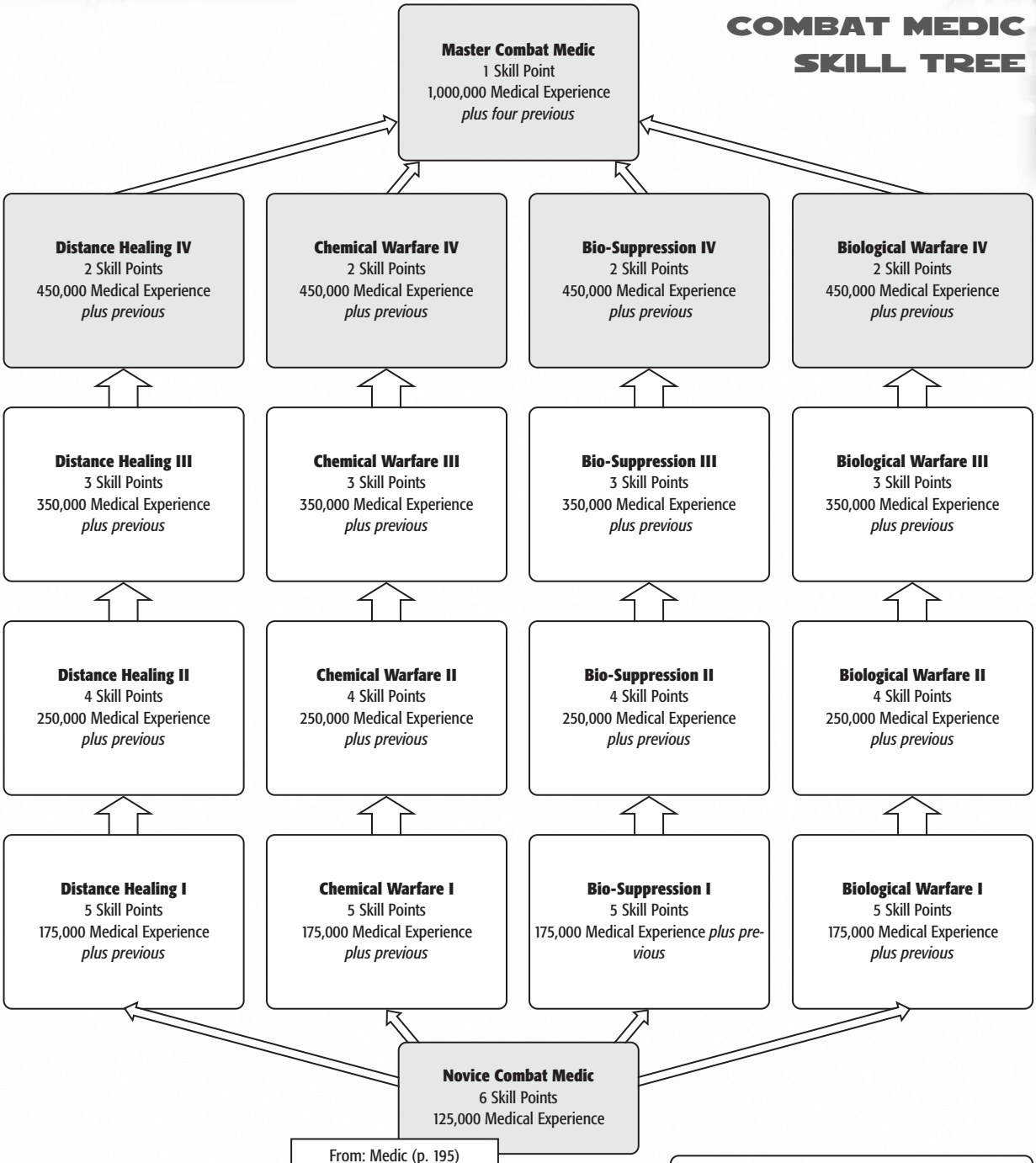
4 Skill Points
250,000 Medical Experience

SKILL MODS	VALUE
Healing Efficiency	+10
Melee Defense	+5

COMMANDS & ABILITIES	
Battle Armor Movement Mitigation	+20
Improved Bacta Spray	

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COMBAT MEDIC SKILL TREE



COMBAT MEDIC
HYBRID PROFESSION

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Distance Healing III

3 Skill Points
350,000 Medical Experience

SKILL MODS	VALUE
Healing Efficiency	+15
Ranged Defense	+5

COMMANDS & ABILITIES
Advanced Bacta Toss

Distance Healing IV

2 Skill Points
450,000 Medical Experience

SKILL MODS	VALUE
Healing Efficiency	+15
Melee Defense	+5

COMMANDS & ABILITIES

Battle Armor Movement Mitigation	+40
Advanced Bacta Spray	

Chemical Warfare I

5 Skill Points
175,000 Medical Experience

This teaches basic chemical warfare techniques to the Combat Medic.

SKILL MODS	VALUE
Medical Warfare Efficiency	+10
Melee Defense	+5

COMMANDS & ABILITIES
Infect

Chemical Warfare II

4 Skill Points
250,000 Medical Experience

SKILL MODS	VALUE
Medical Warfare Efficiency	+15
Ranged Defense	+5

COMMANDS & ABILITIES

Deuterium Toss	
Improved Neurotoxin	

Chemical Warfare III

3 Skill Points
350,000 Medical Experience

SKILL MODS	VALUE
Medical Warfare Efficiency	+20
Melee Defense	+5

COMMANDS & ABILITIES
Improved Infect

Chemical Warfare IV

2 Skill Points
450,000 Medical Experience

SKILL MODS	VALUE
Medical Warfare Efficiency	+20
Ranged Defense	+5

COMMANDS & ABILITIES

Advanced Neurotoxin	
Improved Deuterium Toss	

Bio-Suppression I

5 Skill Points
175,000 Medical Experience

This teaches techniques that turn the body's own functions against itself.

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES
Hemorrhage

Bio-Suppression II

4 Skill Points
250,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES

Shock	
Traumatize	

Bio-Suppression III

3 Skill Points
350,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES
Improved Hemorrhage

Bio-Suppression IV

2 Skill Points
450,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES
Improved Shock

Biological Warfare I

5 Skill Points
175,000 Medical Experience

This teaches biological warfare techniques to the Combat Medic.

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES
Electrolyte Drain

Biological Warfare II

4 Skill Points
250,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation	+30
Thyroid Rupture	

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Biological Warfare III

3 Skill Points
350,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Rate of Fire Mitigation	+30
Improved Electrolyte Drain	
Paralyze	

Biological Warfare IV

2 Skill Points
450,000 Medical Experience

SKILL MODS	VALUE
Bio-Suppression Efficiency	+5
Melee Defense	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Battle Armor Accuracy Mitigation	+40
Improved Thyroid Rupture	

Master Combat Medic

1 Skill Point
1,000,000 Medical Experience

The Master Combat Medic can heal the most injured characters from several meters away. It is one of the most invaluable combat support professions.

SKILL MODS	VALUE
Medical Warfare Efficiency	+25
Bio-Suppression Efficiency	+25
Healing Efficiency	+15
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Advanced Infect	
Battle Armor Rate of Fire Mitigation	+40
Improved Paralyze	
Improved Traumatize	
Place Hospital	
Resuscitate Player	

WEAPON CERTIFICATION: Alliance Disruptor



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COMMANDO

"Throw me another charge."

Derived from Brawler, p. 180, Marksman, p. 190.

Small arms are deadly in the right hands, but confrontations have a way of escalating. When the big guns start coming out, the Commando steps forward to up the ante of the battle.

The Commando focuses on heavy weapons and demolitions. The larger weapons on the battlefield are always more deadly when in the hands of a Commando.

In battle, the Commando is all offense. This is the only Profession certified in many of the most devastating short- and medium-range attacks in the game. However Commando defense, while adequate, is nowhere near their offensive potential. If you're going to be a Commando, you can either acquire some defensive abilities from another profession, or hang out with some protective friends, or just make good and sure that you take your targets out before they can get to you.

Trained in the expert use of demolitions, Commandos can make explosives out of raw materials. They also experiment with various effects of the weapons, shaping charges or adding fragmentation sleeves to the device. No one throws grenades more accurately than the Commando. When allowed to operate the heavy weapons of the battlefield, the Commando takes on a more deadly air. Whether behind the tripod of an E-Web repeating blaster or controlling an anti-infantry turret, the Commando can control entire areas of a battlefield alone. In the wild, the Commando is an excellent shot — being a Master Marksman — and a vicious hand-to-hand combatant — being a Master Brawler as well.

Mastering both the Marksman and Brawler professions may sound difficult, but the reward is being able to use some of the most deadly weaponry available. When there is a question about firepower, the Commando is the one to answer it.

— Jeff Sanders

Novice Commando

6 Skill Points

42,000 Combat Experience

Commandos learn how to create and use a unique set of weapons — explosives. Commandos continue to excel at combat, but also specialize in the skills required to take down large armored vehicles. This skill begins that education.

SKILL MODS	VALUE
Melee Accuracy	+5
Melee Defense	+10
Melee Speed	+5
Ranged Accuracy	+10
Ranged Defense	+10
Ranged Speed	+5
Thrown Weapon Accuracy	+15

COMMANDS & ABILITIES	
Assault Armor Accuracy Mitigation	+20
Assault Armor Movement Mitigation	+30
Assault Armor Rate of Fire Mitigation	+10
Weapon Certification: Fragmentation Grenade	
Weapon Certification: Corellian Destroyer	
Weapon Certification: Launcher Pistol	
Weapon Certification: Medium Launcher Pistol	
Weapon Certification: Elite Launcher Pistol	

Explosives I

5 Skill Points

60,000 Combat Experience

This teaches you how to use a Cryoban Grenade to its best advantage.

SKILL MODS	VALUE
Melee Accuracy	+5
Melee Defense	+10
Ranged Defense	+5
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10

COMMANDS & ABILITIES
Weapon Certification: Cryoban Grenade

Explosives II

4 Skill Points

85,000 Combat Experience

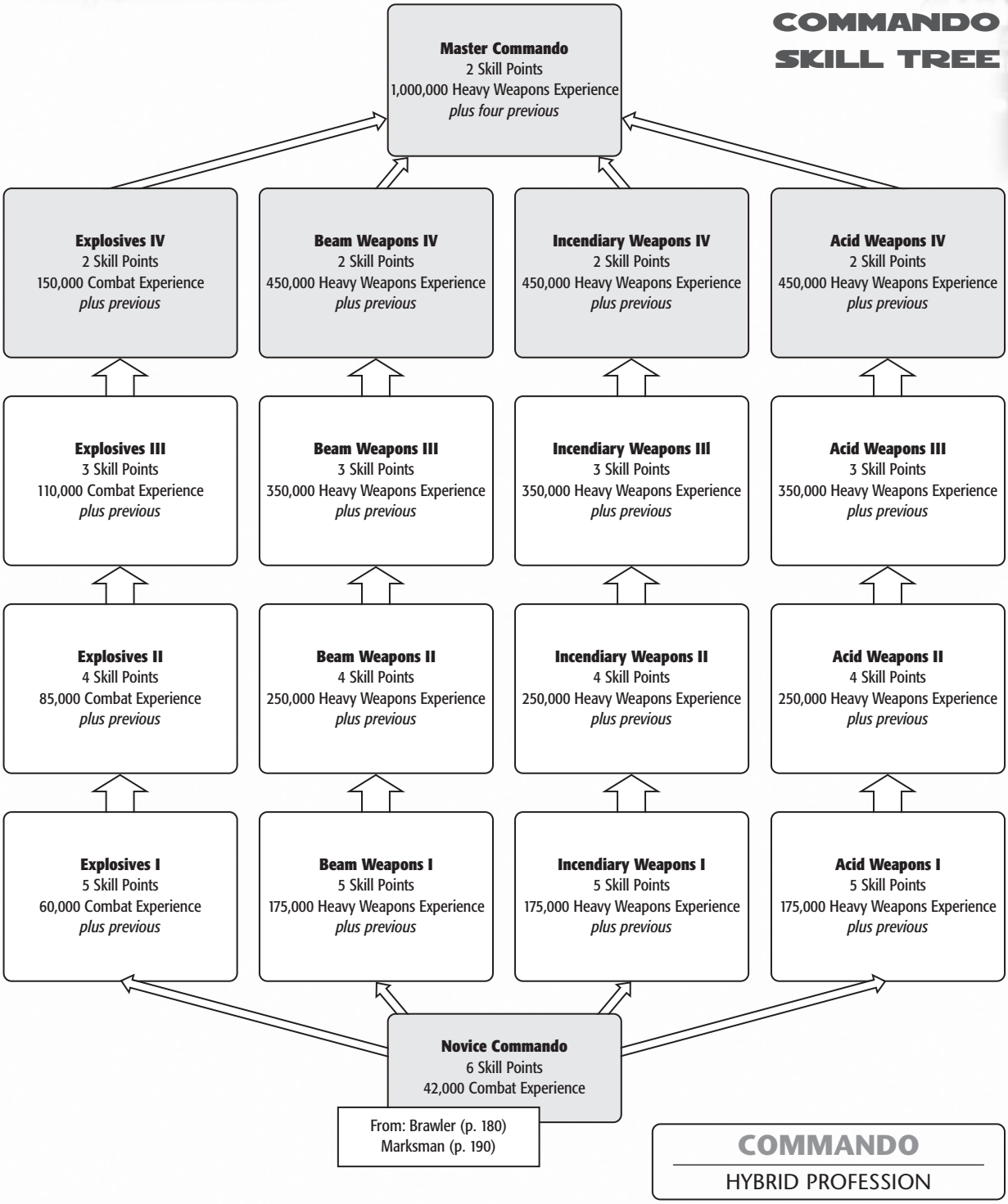
This teaches you how to use a Glop Grenade to its best tactical advantage.

SKILL MODS	VALUE
Melee Accuracy	+5
Melee Defense	+10
Ranged Defense	+5
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10

COMMANDS & ABILITIES
Weapon Certification: Glop Grenade
Weapon Certification: Bug Bomb

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COMMANDO SKILL TREE



COMMANDO
HYBRID PROFESSION

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Explosives III

3 Skill Points
110,000 Combat Experience

This qualifies you to use one of the most dangerous explosive devices around — the Imperial Detonator.

SKILL MODS	VALUE
Melee Accuracy	+4
Melee Defense	+10
Ranged Defense	+5
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10

COMMANDS & ABILITIES

Weapon Certification: Imperial Detonator
Weapon Certification: The Void

Explosives IV

2 Skill Points
150,000 Combat Experience

This teaches you how to use the right grenade at the right time to bring victory on the battlefield. At this level the you are qualified to use and construct Thermal Detonators.

SKILL MODS	VALUE
Melee Accuracy	+5
Melee Defense	+15
Ranged Defense	+5
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10
Commands & Abilities	
Weapon Certification: Thermal Detonator	

Beam Weapons I

5 Skill Points
175,000 Heavy Weapons Experience

This teaches you the basics of heavy beam weapons.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Ranged Accuracy	+5

NO COMMANDS & ABILITIES

Beam Weapons II

4 Skill Points
250,000 Heavy Weapons Experience

This gives you a real grasp of how to use heavy weapons in defensive and offensive tactical situations. You are now qualified to use a Heavy Particle Beam weapon.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Ranged Accuracy	+10

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+30
Weapon Certification: Heavy Particle Beam Cannon	

Beam Weapons III

3 Skill Points
350,000 Heavy Weapons Experience

This shows you how to use heavy weapons in tight situations without causing extensive collateral damage.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Ranged Accuracy	+10

NO COMMANDS & ABILITIES

Beam Weapons IV

2 Skill Points
450,000 Heavy Weapons Experience

This gives a true understanding of how to use heavy Beam weaponry in a support role as well as an offensive role. You could easily fight your way out of a number of situations that would kill a lesser person.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+10
Heavy Weapon Defense	+10
Ranged Accuracy	+10

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+40
Weapon Certification: Lightning Beam Cannon	

Incendiary Weapons I

5 Skill Points
175,000 Heavy Weapons Experience

This teaches you how to use an incendiary Rocket Launcher effectively, without injuring yourself or your allies.

SKILL MODS	VALUE
Heavy Weapon Defense	+5
Heavy Weapon Speed	+5

COMMANDS & ABILITIES

Weapon Certification: Rocket Launcher

Incendiary Weapons II

4 Skill Points
250,000 Heavy Weapons Experience

This continues to show you how to devastate opponents using an incendiary Rocket Launcher.

SKILL MODS	VALUE
Heavy Weapon Defense	+5
Heavy Weapon Speed	+5

NO COMMANDS & ABILITIES

Incendiary Weapons III

3 Skill Points
350,000 Heavy Weapons Experience

This teaches you how to use Flamethrowers in combat.

SKILL MODS	VALUE
Heavy Weapon Defense	+10
Heavy Weapon Speed	+10

COMMANDS & ABILITIES

Weapon Certification: Flame Thrower

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Incendiary Weapons IV

2 Skill Points
450,000 Heavy Weapons Experience

You can use a Flamethrower or Rocket Launcher expertly and with impunity. A Commando using these incendiary weapons at this level of expertise is a force to be reckoned with on the battlefield, and should be avoided at all costs.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Heavy Weapon Defense	+10
Heavy Weapon Speed	+10

NO COMMANDS & ABILITIES

Acid Weapons I

5 Skill Points
175,000 Heavy Weapons Experience

This teaches you to safely use a very dangerous weapon, the Heavy Acid Rifle.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Heavy Weapon Defense	+5

COMMANDS & ABILITIES

WEAPON CERTIFICATION: Heavy Acid Rifle

Acid Weapons II

4 Skill Points
250,000 Heavy Weapons Experience

This shows you the best ways to use an Acid Rifle to the best tactical advantage in combat — both offensive and defensive situations.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Heavy Weapon Defense	+5

NO COMMANDS & ABILITIES

Acid Weapons III

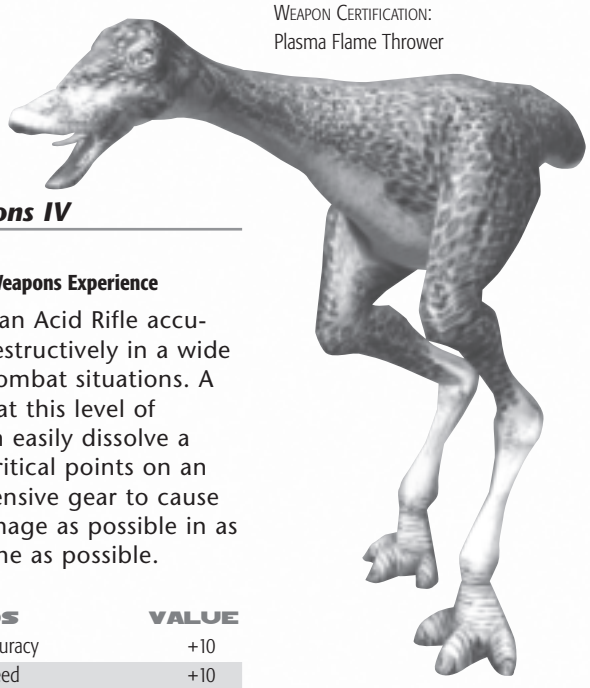
3 Skill Points
350,000 Heavy Weapons Experience

This rounds out your safety and tactical lessons on the Heavy Acid Rifle, and shows you the true destructive potential of a Heavy Acid Stream Launcher.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+5
Heavy Weapon Speed	+5

COMMANDS & ABILITIES

Assault Armor Rate of Fire Mitigation	+20
WEAPON CERTIFICATION: Acid Stream Launcher	



Acid Weapons IV

2 Skill Points
450,000 Heavy Weapons Experience

You can use an Acid Rifle accurately and destructively in a wide number of combat situations. A Commando at this level of expertise can easily dissolve a number of critical points on an enemy's defensive gear to cause as much damage as possible in as short of a time as possible.

SKILL MODS	VALUE
Heavy Weapon Accuracy	+10
Heavy Weapon Speed	+10

NO COMMANDS & ABILITIES

Master Commando

1 Skill Point
1,000,000 Heavy Weapons Experience

This teaches you the last skills needed to complete your specialization in the use of explosive and heavy weapons.

SKILL MODS	VALUE
Melee Accuracy	+15
Melee Defense	+20
Melee Speed	+10
Ranged Accuracy	+20
Ranged Defense	+15
Ranged Speed	+15
Thrown Weapon Accuracy	+40

COMMANDS & ABILITIES

Assault Armor Movement Mitigation	+60
WEAPON CERTIFICATION: Proton Grenade	
WEAPON CERTIFICATION: Proton Rifle	
WEAPON CERTIFICATION: Heavy Acid Beam	
WEAPON CERTIFICATION: Plasma Flame Thrower	

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SMUGGLER

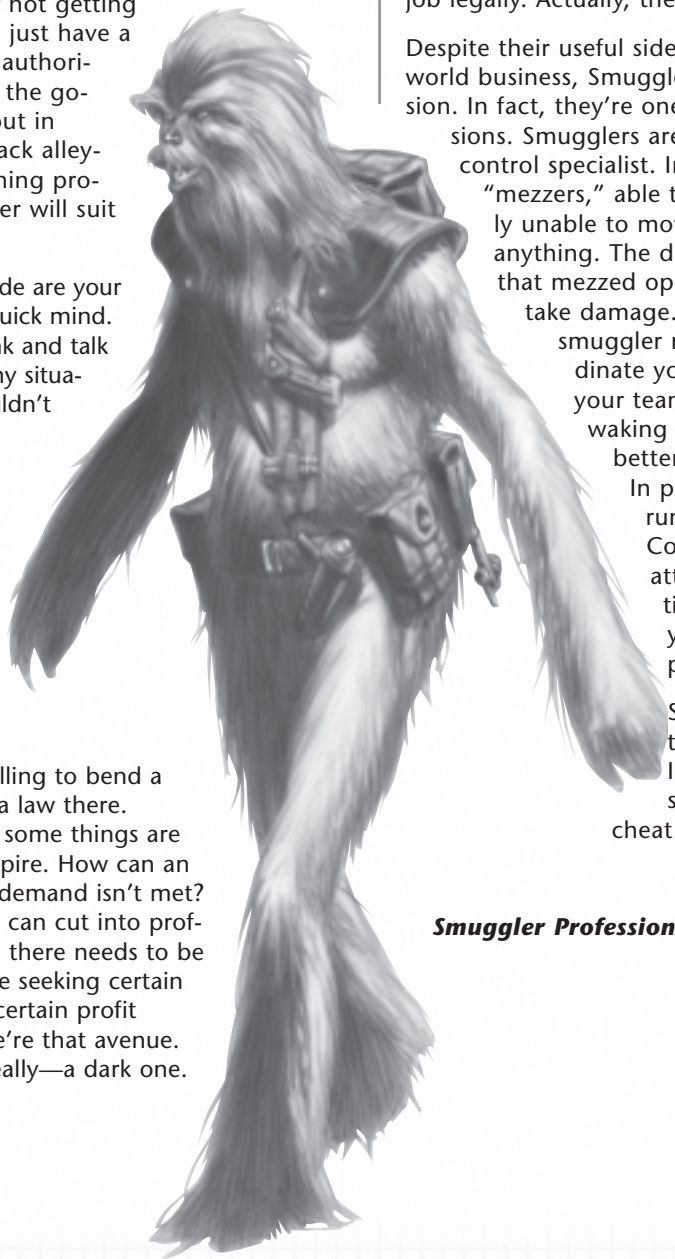
"I use them for smuggling. I never thought I'd be smuggling myself in them...."

Derived from Brawler, p. 180, and Marksman, p. 190.

Were you the type of child that always did things that you weren't supposed to, but just had a knack for not getting caught? Maybe you just have a general distaste for authority? If you like to be the go-to guy that hangs out in seedy cantinas or back alleyways, then the cunning profession of a Smuggler will suit you just fine.

The tools of your trade are your hands, mouth and quick mind. You will need to think and talk your way out of many situations that others couldn't make it through. Of course, if worse comes to worst, your skill with a blaster can do the talking for you.

This is a mighty big Empire—with some pretty strict laws—a perfect place of opportunity for those of us willing to bend a law here and break a law there. Popular as they are, some things are outlawed by the Empire. How can an economy run if the demand isn't met? And custom officials can cut into profits of legal items. So there needs to be an avenue that those seeking certain items or wanting a certain profit margin can take. We're that avenue. More like an alley really—a dark one.



You'll meet a lot of characters in this life. Some of them you won't like, some won't like you either, but a good Smuggler knows that doing good business is more important than being liked—or being safe. Oh, on safety, don't hold back when defending yourself. If anyone ever calls you a dirty fighter, it'll probably be from the floor, where you put him. Don't be afraid to slice into systems to get a job done. Your employers won't care if you can't do the job legally. Actually, they are expecting you not to.

Despite their useful sidelines in slicing and underworld business, Smugglers are still a combat profession. In fact, they're one of the key combat professions. Smugglers are the game's foremost crowd control specialist. In game slang, they're "mezzers," able to render enemies completely unable to move, attack or do pretty much anything. The drawback to these attacks is that mezzed opponents will wake up if they take damage. This means that if you're a smuggler running with a group, coordinate your abilities carefully with your teammates, so they don't go waking up enemies that would be better of mezzed for the moment. In particular, be careful when running with Fencers, Commandos and other area attack specialists. One badly timed area attack can render your unique abilities completely useless.

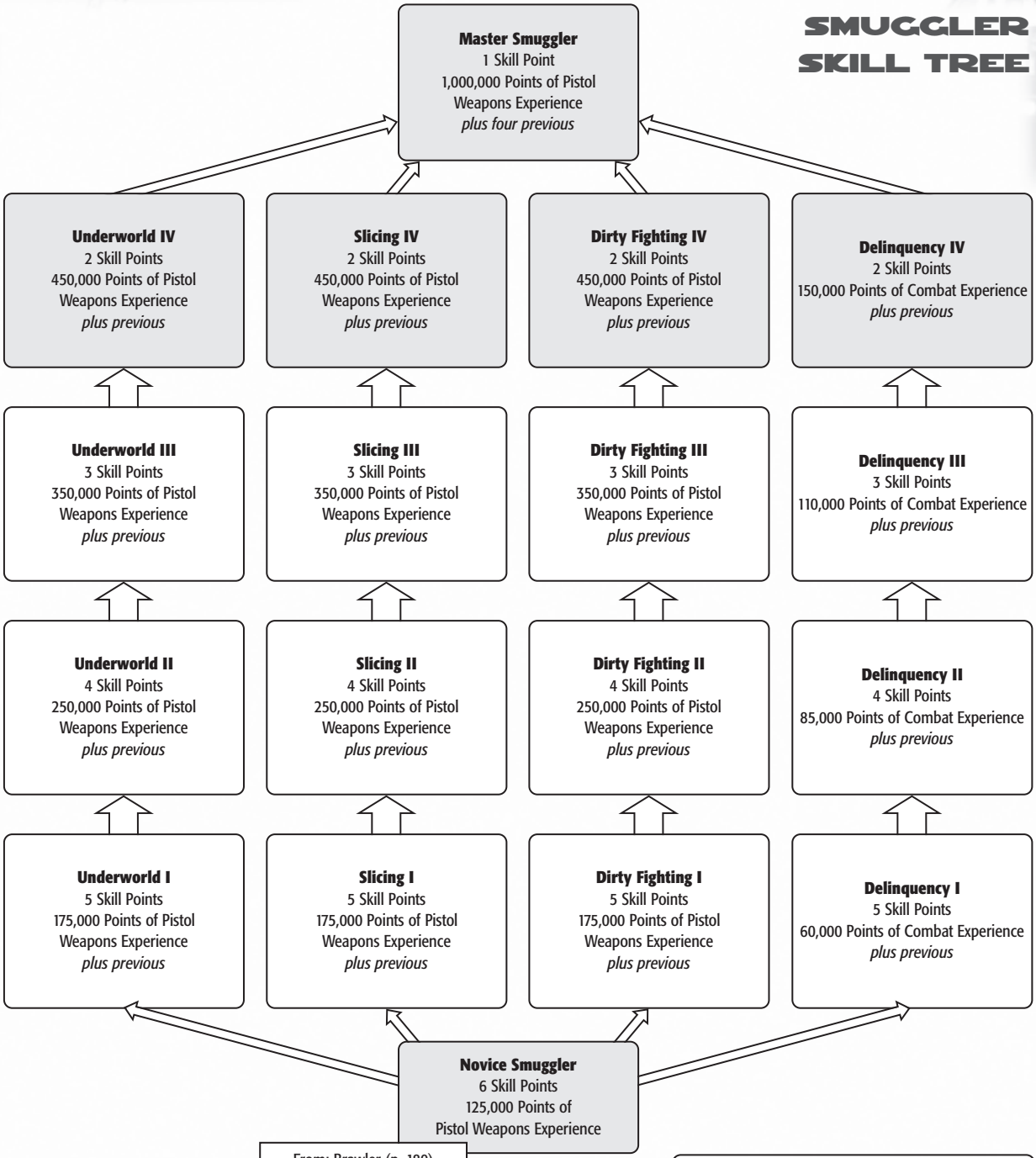
So that's about it. Remember that even though some Imperials are dirty, they are still Imperials. And don't ever cheat a Hutt.

— Jeff Sanders

Smuggler Profession updated by John Miller.

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SMUGGLER SKILL TREE



SMUGGLER
HYBRID PROFESSION

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Novice Smuggler

6 Skill Points
125,000 Pistol Weapons Experience

A Smuggler will transport everything from illegal weapons to refugees through Imperial blockades. The Smuggler is a master of subterfuge and manipulation. A Novice Smuggler can slice simple locking devices (such as containers) and can acquire several questionable spices.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Accuracy	+10
Ranged Defense	+10
Ranged Speed	+5
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Grey Gabaki
Precision Laser Knife
Scramjet
Shadowpaw
Concussion Shot
Reconnaissance Armor Accuracy Mitigation +10
Reconnaissance Armor Movement Mitigation+10
Reconnaissance Armor Rate of Fire Mitigation+30
Slicing: Containers
WEAPON CERTIFICATION: Liquidsilver L7

Underworld I

5 Skill Points
175,000 Pistol Weapons Experience

A Smuggler deals with aliens every day, and negotiating finer points of a contract requires the ability to understand languages of the parties involved. Through a combination of intuition, experience and technology, Smugglers can understand most languages. This also reduces the cost of all faction perks by 10%.

SKILL MODS	VALUE
Language Comprehension	+100

COMMANDS & ABILITIES

Panic Shot

Underworld II

4 Skill Points
250,000 Pistol Weapons Experience

When things get desperate, the best way to get out of trouble isn't with a gun: it's with fast talking. With this skill, a Smuggler loses only half the normal faction penalty for dying in PvP combat. The Smuggler saves face by convincing her friends it was all a misunderstanding. The Smuggler is worth only half the normal faction award.

SKILL MODS	VALUE
Ranged Speed	+5

COMMANDS & ABILITIES

Blind Recovery

Underworld III

3 Skill Points
350,000 Pistol Weapons Experience

A Smuggler is motivated by two things: survival and profit. Sometimes it's necessary to change sides to achieve those goals. With the "Sell Out" skill, a Smuggler can trade faction points for cash at any opposing faction recruiter.

NO SKILL MODS

COMMANDS & ABILITIES

Improved Panic Shot
Reconnaissance Armor Rate of Fire Mitigation+40
WEAPON CERTIFICATION: Quicktrigger Countermand

Underworld IV

2 Skill Points
450,000 Pistol Weapons Experience

A Smuggler's work puts him in contact with a lot of people in high places. A Smuggler can draw on these connections to improve his standing with various organization … at a price.

SKILL MODS	VALUE
Ranged Speed	+5

COMMANDS & ABILITIES

Last Ditch
Reconnaissance Armor Movement Mitigation+20

Slicing I

5 Skill Points
175,000 Pistol Weapons Experience

Slicing is the practice of using technology to defeat technology: hacking and cracking. A Smuggler will never know when he might need to override a security system or slip past a defense mechanism. A Smuggler with the ability to slice public mission terminals can earn a few extra credits by tricking the terminal systems into rewarding him a higher-than-normal cut. Other terminals may be sliceable as well.

NO SKILL MODS

COMMANDS & ABILITIES

Slicing: Terminals

HINT

Although Underworld might seem like it isn't a useful skill line, the ability to purchase faction points is a handy thing if the need arises. It also lets you purchase faction-only items at a reduced rate.

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Slicing II

4 Skill Points
250,000 Pistol Weapons Experience

Basic weapon slicing gives the Smuggler the ability to jury-rig a weapon with his slicing knowledge. The modified weapon might have a faster refire rate or improved damage output. Weapons sliced in this manner often do not last as long as their stock counterparts.

NO SKILL MODS

COMMANDS & ABILITIES

Flow Analyzer Node
Overwhelming Shot
Slicing Weapons (Basic)

Slicing III

3 Skill Points
350,000 Pistol Weapons Experience

Armor slicing allows the smuggler to make careful improvements to a piece of armor's statistics. The armor may be lightened, reducing the encumbrance penalty, or the damage absorbancy may be improved.

NO SKILL MODS

COMMANDS & ABILITIES

Slicing: Armor

Slicing IV

2 Skill Points
450,000 Pistol Weapons Experience

This doubles the quality of improvements the Smuggler can make to a weapon.

NO SKILL MODS

COMMANDS & ABILITIES

Improving Overwhelming Shot
Molecular Clamp
Slicing Weapons (Advanced)

Dirty Fighting I

5 Skill Points
175,000 Pistol Weapons Experience

There isn't much honor in it, but sometimes the best way to stay alive is to play dead. More than one Smuggler has made a successful run because she acted like her ship was scrap or a grazing shot was fatal. It's the oldest trick in the book.

SKILL MODS	VALUE
Unarmed Accuracy	+10
Unarmed Speed	+5
Feign Death	+35

COMMANDS & ABILITIES

Feign Death

Dirty Fighting II

4 Skill Points
250,000 Pistol Weapons Experience

It isn't fun to get shot at and Smugglers know this more than anyone. But Smugglers at this level of training can rapidly recover from a disorienting blow and get back in the fight fast.

SKILL MODS	VALUE
Melee Defense	+5
Unarmed Accuracy	+10
Unarmed Speed	+5
Feign Death	+10

COMMANDS & ABILITIES

Dizzy Recovery
Reconnaissance Armor Accuracy Mitigation +30

HINT

After using Feign Death, you will be incapacitated but cannot be death blowed. While on the ground, you will regenerate HAM. Useful if you have the patience.

Dirty Fighting III

3 Skill Points
350,000 Pistol Weapons Experience

When you're in a life-or-death situation, honor has to take a back seat to survival. Shooting for the knees or the groin might not be honorable, but it gives you the chance to get out of harm's way. Use the **/lowblow** command to knock your opponent down for a while.

SKILL MODS	VALUE
Melee Defense	+5
Unarmed Accuracy	+10
Unarmed Speed	+5
Feign Death	+5

COMMANDS & ABILITIES

Low Blow

Dirty Fighting IV

2 Skill Points
450,000 Pistol Weapons Experience

Nothing is more dangerous than a cornered Smuggler with a trusted blaster. Smugglers with this level of training are known for shrugging off a blow that would daze a Wookiee.

SKILL MODS	VALUE
Melee Defense	+5
Unarmed Accuracy	+15
Unarmed Speed	+10
Feign Death	+5

COMMANDS & ABILITIES

Reconnaissance Armor Accuracy Mitigation +40
Stun Recovery

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Delinquency I

5 Skill Points
60,000 Combat Experience

Spices are controlled substances that alter the body's chemistry. Some are used for recreational purposes, others to enhance physical strength. Coming off of spice's effects can be rough on the body. While spice is not illegal, the Empire tightly controls the sale. Smugglers are often hired to move large shipments of spice through Imperial blockades.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

- Giggledust
- Sweetblossom
- Yarrock
- Reckless Shot

Delinquency II

4 Skill Points
85,000 Combat Experience

Medicinal drugs are greatly needed throughout the galaxy. Sometimes the Empire uses their control of these substances to keep a restless population under its thumb. Smugglers have found it profitable to help make these drugs more widely available.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

- Pyrepenol
- Restraining Shot
- Sedative H4b
- Zypolene Droid Lubricant

Delinquency III

3 Skill Points
110,000 Combat Experience

Recreational chemicals can be used as physical enhancements … occasionally with dangerous side effects. These materials are closely controlled by the Empire.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

- Crash n' Burn
- Gunjack
- Thruster Head
- Improved Reckless Shot

Delinquency IV

2 Skill Points
150,000 Combat Experience

Some forms of spice and industrial chemicals have radical and powerful effects on humanoid physiology, and are banned by all responsible governments, both Rebel and Empire. These tightly controlled substances are often experimental forms of military or medical research. Smugglers able to get their hands on shipments of high quality 'Chems' can find buyers among the rich and powerful.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Defense	+5
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

- Booster Blue
- Mulon Gold
- Neutron Pixie
- Improved Restraining Shot

Master Smuggler

1 Skill Point
1,000,000 Pistol Weapons Experience

The Master Smuggler has contacts all throughout the galaxy. You are known by reputation to be a gambler, but always work with a certain charm. At this skill level, you can purchase faction perks at a 25% price reduction.

SKILL MODS	VALUE
Melee Defense	+15
Ranged Accuracy	+15
Ranged Defense	+15
Ranged Speed	+10
Feign Death	+10

COMMANDS & ABILITIES

- Advanced Reckless Shot
- Improved Concussion Shot
- Reconnaissance Armor Rate of Fire Mitigation+60
- Weapon Certification: Perfectly-Calibrated Pistol
- Weapon Certification: Renegade Pistol

HINT

The downer effects on spices can catch you at the worst of times, so be careful using them. But, in a pinch they can save your skin.

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SQUAD LEADER

"You're a great help to us. You're a natural leader...."

Derived from Marksman, p. 190, and Scout, p. 200.

The Squad Leader can turn a motley crew of amateurs into a serious fighting force. Through his inspiration and leadership, his entire group can fight as one, enabling them to take on stronger opponents than their individual abilities would suggest. Be it on the battlefield or in the wasteland frontiers, a group always functions better with a Squad Leader running it.

There are natural born leaders, and there are those who have had to work hard to earn the respect of their troops. Both can be exceptional leaders who take command during a firefight and turn the tide of battle. The abilities and bonuses of the Squad Leader profession are selfless ones. They help everyone in the group rather than an individual.

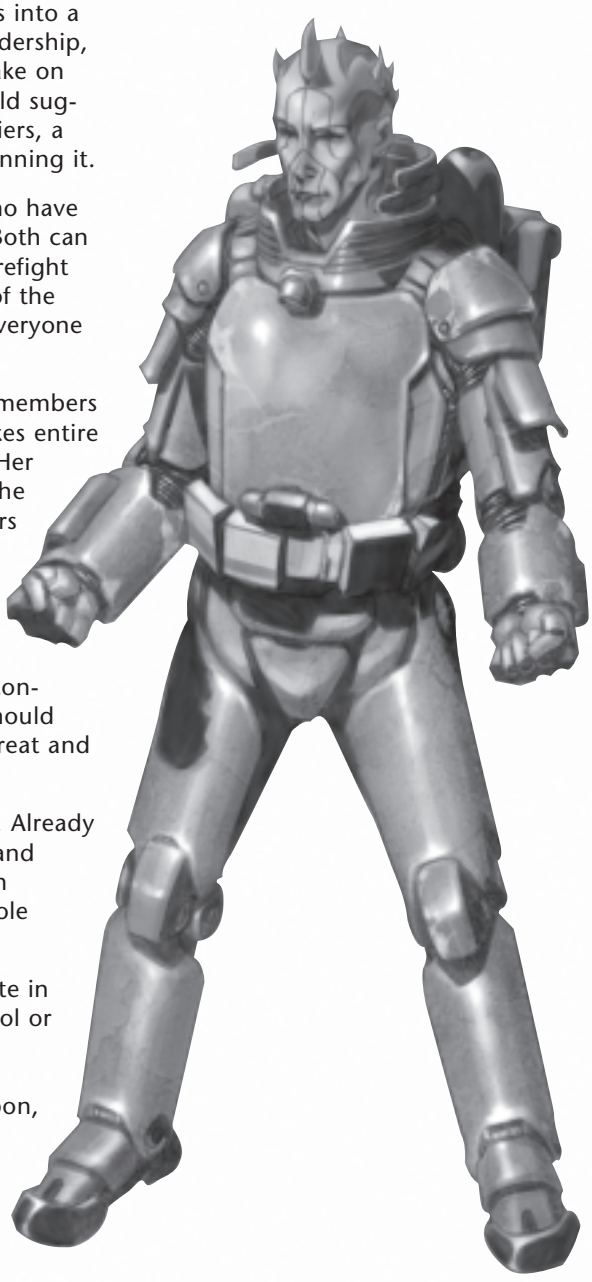
A Squad Leader's ability to communicate with squad members and knowledge of how to traverse terrain quickly makes entire units move faster and strike with more coordination. Her knowledge of fire patterns and decisive action make the group's aim more accurate; experienced Squad Leaders may even direct a group's fire at a specific target with a single command.

The leadership and discipline a group gains when working with a Squad Leader is apparent in their increased morale—bolstering their collective wills to continue fighting even in the most dire circumstances. Should morale fail, a Squad Leader can lead an organized retreat and avoid the losses a rout might cause.

There are no individual bonuses for the Squad Leader. Already a formidable warrior being both a Master Marksman and Master Scout, the Squad Leader chooses to pass down knowledge to the fighters in the unit, making the whole greater than the sum of the collective parts.

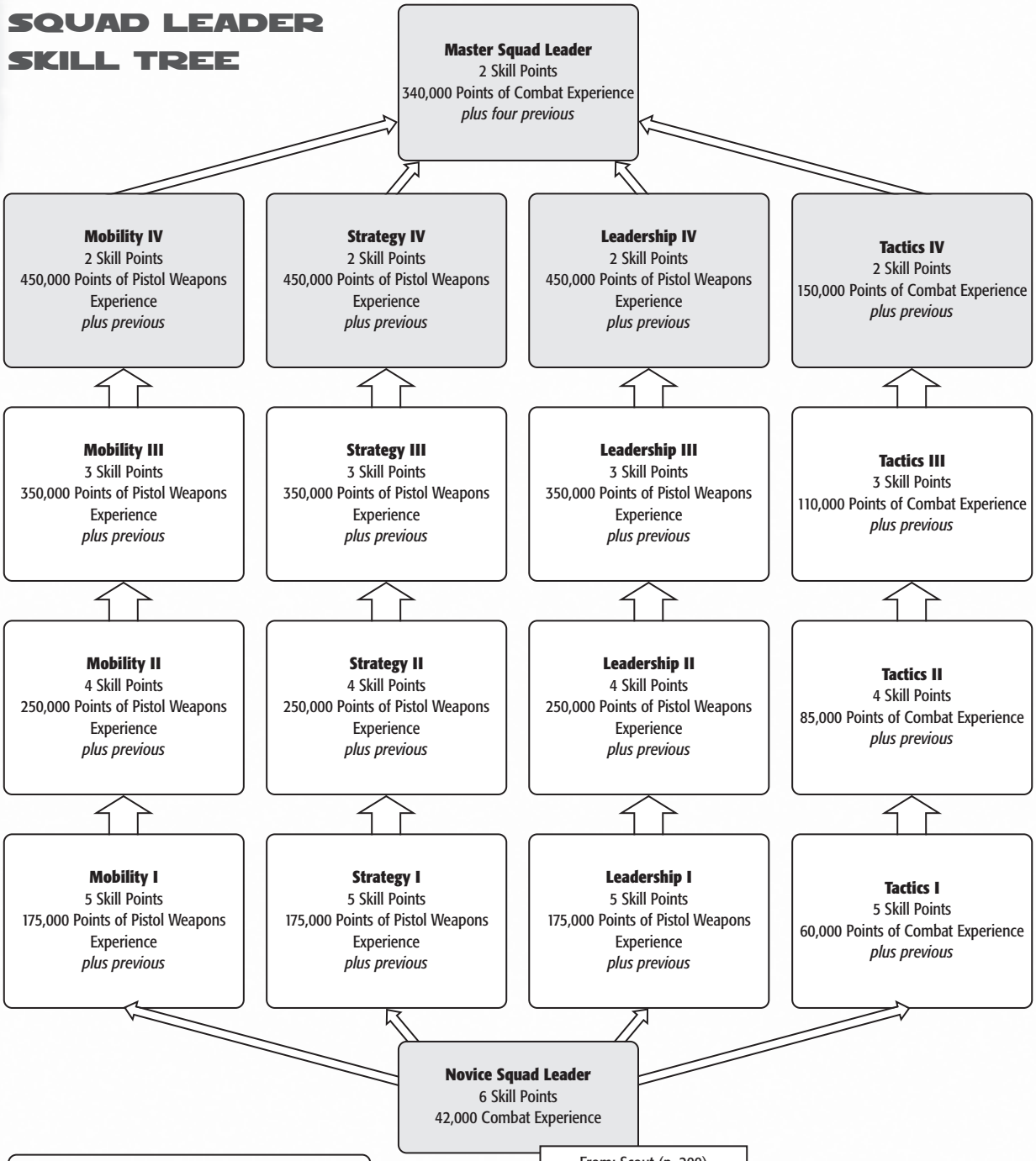
In combat, the Squad Leader is no more than adequate in both offense and defense, and he has no crowd control or healing abilities. His value lies entirely in his ability to enhance the combat potential of his teammates. Experienced squad leaders do get a cool unique weapon, however, in the form of the intimidator pistol.

— Jeff Sanders



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SQUAD LEADER SKILL TREE



SQUAD LEADER

HYBRID PROFESSION

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Novice Squad Leader

6 Skill Points
42,000 Combat Experience

The Squad Leader learns to manage groups of individuals in combat: boosting morale, directing special unified attacks against enemies, and easing leader-to-group communication. The Squad Leader's abilities are powerful, but take effect only if he's in charge of the group. By using the **/sysgroup** command, the Squad Leader can send a system message to his groupmates.

SKILL MODS	VALUE
Ranged Accuracy	+10
Ranged Speed	+5
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+20
Assault Armor Movement Mitigation	+30
Assault Armor Rate of Fire Mitigation	+10
System Message to Group	
Weapon Certification: Red Hydra Z-5	

Mobility I

5 Skill Points
175,000 Pistol Weapons Experience

Group moves more efficiently up slopes and across rough terrain.

SKILL MODS	VALUE
Group Terrain Negotiation	+25

NO COMMANDS & ABILITIES

Mobility II

4 Skill Points
250,000 Pistol Weapons Experience

Group uses fewer pool points when using **/burstrun** command.

SKILL MODS	VALUE
Group Burst Run Efficiency	+25

NO COMMANDS & ABILITIES

Mobility III

3 Skill Points
350,000 Pistol Weapons Experience

Your group moves more efficiently up slopes and across rough terrain.

SKILL MODS	VALUE
Group Terrain Negotiations	+25

COMMANDS & ABILITIES

Assault Armor Movement Mitigation	+40

Mobility IV

2 Skill Points
450,000 Pistol Weapons Experience

Your group expends fewer pool points when using the **/burstrun** command.

SKILL MODS	VALUE
Group Burst Run Efficiency	+25

NO COMMANDS & ABILITIES

Strategy I

5 Skill Points
175,000 Pistol Weapons Experience

You increase your team's ability to hit its target.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Steady Aim

Strategy II

4 Skill Points
250,000 Pistol Weapons Experience

You deploy your troops into superior defensive positions against close-in and ranged combat.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10
Steady Aim Bonus	+10

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+30

Strategy III

3 Skill Points
350,000 Pistol Weapons Experience

At this skill level, you gain the volley fire command.

SKILL MODS	VALUE
Melee Defense	+10
Ranged Defense	+10

COMMANDS & ABILITIES

Volley Fire
Weapon Certification: Exemplar's Mark
Weapon Certification: Tchotchee Pistol

Strategy IV

2 Skill Points
450,000 Pistol Weapons Experience

You can lead your troops to the best possible defensive positions.

SKILL MODS	VALUE
Melee Defense	+15
Ranged Defense	+15
Volley Fire Bonus	+10

COMMANDS & ABILITIES

Assault Armor Accuracy Mitigation	+40

Leadership I

5 Skill Points
175,000 Pistol Weapons Experience

This skill level grants the **/formup** command, which reminds your squad of their situation, clearing them of dizzy and stunned effects.

NO SKILL MODS

COMMANDS & ABILITIES

Form Up

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Leadership II

4 Skill Points
250,000 Pistol Weapons Experience

At this skill level, you earn a group bonus for defense against melee attacks.

SKILL MODS	VALUE
Group Melee Defense	+10

NO COMMANDS & ABILITIES

Leadership III

3 Skill Points
350,000 Pistol Weapons Experience

At this skill level, you earn an increased group bonus for defense against melee attacks.

SKILL MODS	VALUE
Group Melee Defense	+15

NO COMMANDS & ABILITIES

Leadership IV

2 Skill Points
450,000 Pistol Weapons Experience

At this skill level, the Squad Leader gains the **/boostmorale** command. When used, the command averages the total wounds in the group across all group members. This can be used to extend the amount of time the group can fight before needing to return for healing.

NO SKILL MODS

COMMANDS & ABILITIES
Boost Morale

Tactics I

5 Skill Points
60,000 Combat Experience

At this skill level, you earn the **/rally** command, bolstering the team against enemy attacks.

NO SKILL MODS

Ranged Accuracy	+5

COMMANDS & ABILITIES
Rally

Tactics II

4 Skill Points
85,000 Combat Experience

At this skill level, you learn to accurately direct the fire off all your troopers.

SKILL MODS	VALUE
Ranged Accuracy	+5
Group Ranged Defense	+10

NO COMMANDS & ABILITIES

Tactics III

3 Skill Points
110,000 Combat Experience

At this skill level, you earn the **/retreat** command. This command grants the entire group Burst Run, but will drastically reduce your Health and Action pools.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Speed	+5

COMMANDS & ABILITIES
Retreat

Tactics IV

2 Skill Points
150,000 Combat Experience

At this skill level, you learn to increase the rate of fire of all of your troops.

SKILL MODS	VALUE
Ranged Accuracy	+5
Ranged Speed	+5
Group Ranged Defense	+15

COMMANDS & ABILITIES

Assault Armor Rate of Fire Mitigation	+20
Group Rate of Fire	+15

Master Squad Leader

2 Skill Points
340,000 Combat Experience

The Master Squad Leader can command other fighter's attention and respect. She can move a team quickly and direct an attack efficiently. A team with a Master Squad Leader at its head strikes fast and hard.

SKILL MODS	VALUE
Group Melee Defense	+5
Group Ranged Defense	+5
Group Burst Run Efficiency	+10
Group Terrain Negotiation	+10

NO COMMANDS & ABILITIES

Assault Armor Movement Mitigation	+60
Weapon Certification: Dawnsorrow Rifle	
Weapon Certification: E5 Carbine	
Weapon Certification: Intimidator Pistol	

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SHIPWRIGHT

Derived from Artisan, p. 174.

If you've already mastered the other crafting professions and are searching for something new and interesting, this latest expansion has much to offer. With the addition of the Piloting professions, players now have a need for talented shipwrights who can produce fighters and the associated components. As a shipwright, you fulfill an important and integral part of ***Star Wars* Galaxies**. You are the sole supplier of all ships and components to aspiring pilots across the galaxy!

Shipwright is most definitely a resource-heavy profession, but the investment pays off in the fruits of your labor. Because shipwrights handle every aspect of ship and component construction, their enormous list of craftable items can seem a bit daunting at first. However, you'll soon become familiar with the plethora of choices at your fingertips and better able to recognize what sells and what doesn't. You'll also find that more experienced pilots will usually know more or less what they want in advance, and 'custom order' what they want from you.

Shipwrights are sometimes known as 'the architects of space,' and appropriately so. In order to level and play shipwright, you're going to need a lot of resources — and most importantly, lots and LOTS of ore.

Shipwright is a fun profession that requires a lot of time investment and resources, even beyond that of a normal elite crafter, because of the large field of expertise it covers, but few classes can be as rewarding.

REVERSE ENGINEERING

Shipwrights can also "reverse engineer" non-crafted (looted) components. Success provides a better component, in much the same way a Smuggler slices weapons or armor. No worries, though — you don't have to worry about any Imperial SWAT contraband teams bursting through your door and hauling you off to the Glitterstim Mines. Reverse-engineered items are currently not considered illicit possessions.

Reverse engineering skills come at various points in the Shipwright skill tree.

GRINDING THROUGH SHIPWRIGHT

If you wish to begin a successful career as a Shipwright, the first thing you should do is invest in some mineral harvesters. Get them placed on some high-percentage spawns of steel and ore. Don't worry about quality yet — most players only purchase from master crafters, so you're going to want to get to that Master box as quickly as possible. That means grinding!

Here's a recommended path to Master — train in all of your Spaceframe Engineering I–IV skills, then work on the rest of the skill tree. Ships are your most important asset.

The list below shows how much you can expect to spend, and how many items of each component you can expect to make in order to progress to the next level.

Novice Shipwright First Tier

- 20K for Tier I skill
- 1,312 XP: 16 practice Chassis Blueprints
- 1,250 XP: 16 actual Chassis Blueprints
- Train Engineering I

Spaceframe Engineering I: Small Chassis

- 50K for Tier 2 Skill
- 3,937 XP: 13 practice Chassis Blueprints
- 3,750 XP: 14 actual Chassis Blueprints
- Train Engineering II

Spaceframe Engineering II: Standard Assault Ships

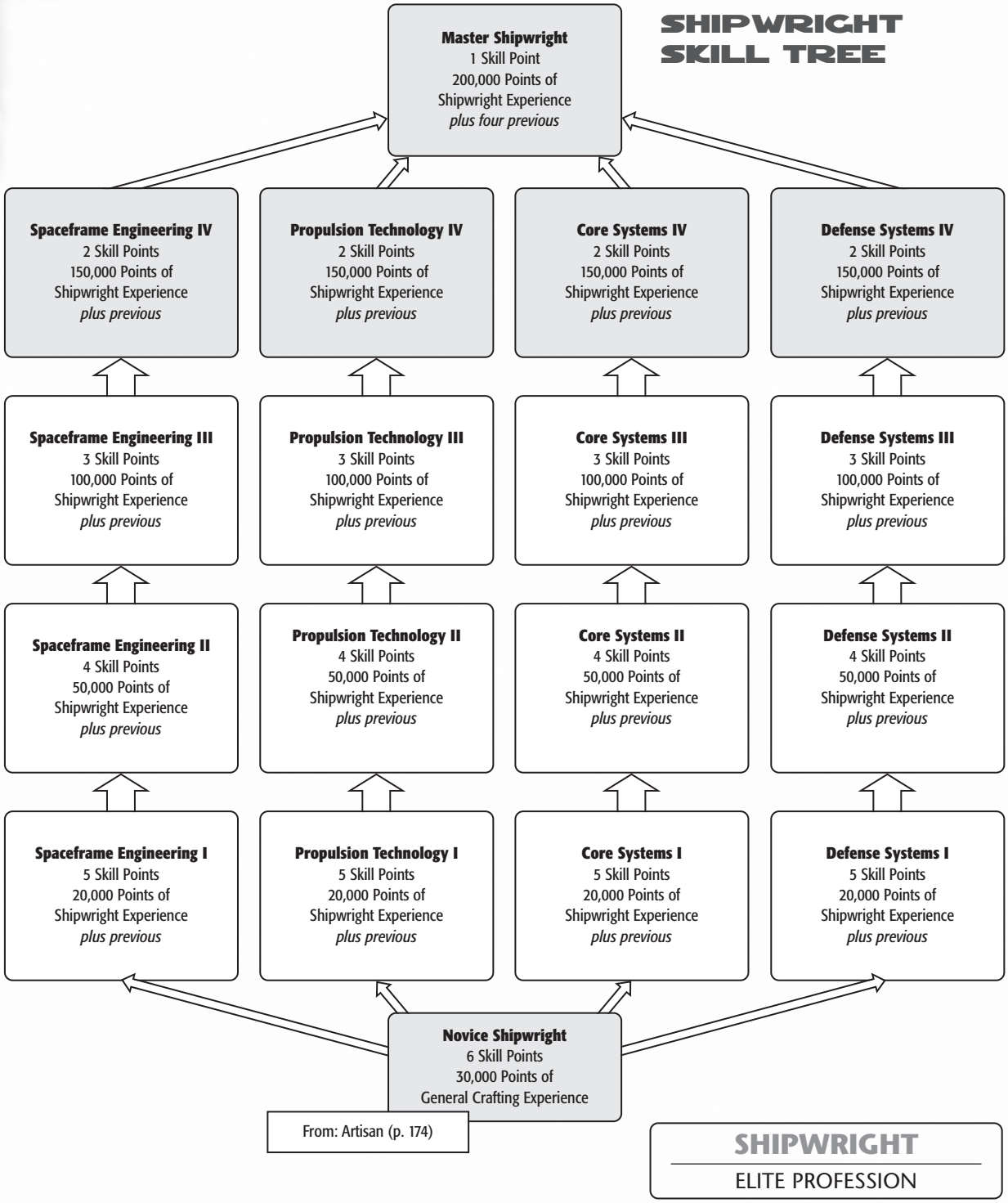
- 100K for Tier 3 Skill
- 7,875 XP: 13 practice Chassis Blueprints
- 7,500 XP: 14 actual Chassis Blueprints
- Train Engineering III

Spaceframe Engineering III: Heavy Fighters

- 150K for Tier 4 Skill
- 15,750: 10 practice Chassis Blueprints
- 15,000: 10 actual Chassis Blueprints
- Train Engineering IV to reach Master

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SHIPWRIGHT SKILL TREE



From: Artisan (p. 174)

SHIPWRIGHT

ELITE PROFESSION

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Novice Shipwright

6 Skill Points
30,000 General Crafting Experience

A Shipwright can produce components and chassis deeds for many kinds of starfighters.

SKILL MODS	VALUE
Advanced Assembly	+10
Advanced Component Experimentation	+10
Booster Assembly	+10
Booster Experimentation	+20
Chassis/Armor Reverse Engineering	+1
Chassis Assembly	+10
Chassis Experimentation	+10
Defense Reverse Engineering	+1
Engine Assembly	+10
Engine Experimentation	+20
Power Systems Experimentation	+10
Power Systems	+10
Propulsion Reverse Engineering	+1
Shields Assembly	+10
Shields Experimentation	+10
Systems Reverse Engineering	+1
Weapon Systems Experimentation	+20
Weapon Systems	+10

COMMANDS & ABILITIES

- Armor Repair Kit
- Booster: Mark I
- Booster: Repair Kit
- Chaff Launcher
- Chaff Pack
- Chassis Repair Kit
- Component Analysis Tool (for Armor, Booster, Capacitor, Droid Interface, Engine, Reactor, Shields, Weapons)
- Conduit Repair Kit
- Droid Interface Repair Kit
- Droid Interface: Mark I
- Engine: Mark I
- Engine: Repair Kit
- Fusion Reactor: Mark I
- Light Deflector Shield Generator
- Mark I Durasteel Plating
- Reactor: Repair Kit
- Scyk Light Fighter Chassis blueprints (Style 1)
- Scyk Light Fighter Chassis blueprints (Style 2)
- Shield Repair Kit
- Texture Kit (Style 1)
- Texture Kit (Style 2)
- TIE Light Duty Fighter Chassis Blueprints
- Weapon Capacitor Repair Kit
- Weapon Repair Kit
- Weapon: Light Blaster
- Weapon: Light Disruptor
- Weapon: Light Ion Cannon
- Weapon: Proton Launcher
- Weapon: Proton Missile Pack
- Weapons Capacitor Mark I
- Z95 Space Chassis

Spaceframe Engineering I

5 Skill Points
20,000 Shipwright Experience

A spaceframe engineer can produce chassis for starfighters.

SKILL MODS	VALUE
Chassis Assembly	+10
Chassis Experimentation	+10
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

- Armor Reinforcement Panel Mark I
- Dunelizard Chassis Blueprints (Style 1)
- Dunelizard Chassis Blueprints (Style 2)
- Mark II Durasteel Plating
- Mass Reduction Kit Mark I
- Texture Kit (Style 3)
- TIE Fighter Chassis Blueprints
- X-Wing Chassis Blueprints
- Y-Wing Chassis Blueprints

Spaceframe Engineering II

4 Skill Points
50,000 Shipwright Experience

SKILL MODS	VALUE
Chassis Assembly	+15
Chassis Experimentation	+15
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

- Armor Reinforcement Panel Mark II
- Kihraxz Light Fighter Chassis Blueprints (Style 1)
- Kihraxz Light Fighter Chassis Blueprints (Style 2)
- Kihraxz Light Fighter Chassis Blueprints (Style 3)
- Kihraxz Light Fighter Chassis Blueprints (Style 4)
- Kimogila Chassis Blueprints (Style 1)
- Kimogila Chassis Blueprints (Style 2)
- Mark III Durasteel Plating
- Mass Reduction Kit Mark II
- Texture Kit (Style 4)
- TIE/In Chassis Blueprints
- Y-Wing Longprobe Chassis Blueprints

Spaceframe Engineering III

3 Skill Points
100,000 Shipwright Experience

SKILL MODS	VALUE
Chassis Assembly	+20
Chassis Experimentation	+20
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

- Armor Reinforcement Panel Mark III
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 1)
- Blacks Ixiyen Fast Attack Craft Chassis Blueprints (Style 2)
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 3)
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 4)
- Mark IV Durasteel Plating
- Mass Reduction Kit Mark III
- Texture Kit (Style 5)
- TIE Bomber Chassis Blueprints
- TIE interceptor Chassis Blueprints
- X-Wing Chassis Blueprints

Spaceframe Engineering IV

2 Skill Points
150,000 Shipwright Experience

SKILL MODS	VALUE
Chassis Assembly	+20
Chassis Experimentation	+20
Engineering Reverse Engineering	+2

COMMANDS & ABILITIES

- Armor Reinforcement Panel Mark IV
- A-Wing Chassis Blueprints
- Rihkxyrk Attack Ship Chassis Blueprints (Styles 1-4)
- Mark V Durasteel Plating
- Mass Reduction Kit Mark IV
- Texture Kit (Style 6)
- TIE Advanced Chassis Blueprints
- TIE Aggressor Chassis Blueprints

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Propulsion Technology I

5 Skill Points
20,000 Shipwright Experience

A drive mechanic of this skill level can produce and work on simple starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+10
Booster Experimentation	+10
Engine Assembly	+10
Engine Experimentation	+10
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark II
Booster: Overdriver Mark I
Engine: Limiter Mark I
Engine: Mark II
Engine: Overdriver Mark I
Extended Life Fuel Cell Mark I
Fast Charge Fuel Cell Mark I
Heavy Fuel Cell Mark I
Mass Reduction Kit Mark I
Upgraded Retro Thrusters Mark I

Propulsion Technology II

4 Skill Points
50,000 Shipwright Experience

Now, your mechanic skills expand to include mid-grade starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+15
Booster Experimentation	+15
Engine Assembly	+15
Engine Experimentation	+15
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark III
Booster: Overdriver Mark II
Engine: Limiter Mark II
Engine: Mark III
Engine: Overdriver Mark II
Extended Life Fuel Cell Mark II
Fast Charge Fuel Cell Mark II
Fusion Reactor: Mark III
Heavy Fuel Cell Mark II
Mass Reduction Kit Mark II
Upgraded Retro Thrusters Mark II

Propulsion Technology III

3 Skill Points
100,000 Shipwright Experience

This skill level lets you work on advanced starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+20
Booster Experimentation	+20
Engine Assembly	+20
Engine Experimentation	+20
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark IV
Booster: Overdriver Mark III
Engine: Limiter Mark III
Engine: Mark IV
Engine: Overdriver Mark III
Extended Life Fuel Cell Mark III
Fast Charge Fuel Cell Mark III
Heavy Fuel Cell Mark III
Mass Reduction Kit Mark III
Upgraded Retro Thrusters Mark III

Propulsion Technology IV

2 Skill Points
150,000 Shipwright Experience

Finally, this skill level lets you work on all types of starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+20
Booster Experimentation	+20
Engine Assembly	+20
Engine Experimentation	+20
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark V
Booster: Overdriver Mark IV
Engine: Limiter Mark IV
Engine: Mark V
Engine: Overdriver Mark IV
Extended Life Fuel Cell Mark IV
Fast Charge Fuel Cell Mark IV
Heavy Fuel Cell Mark IV
Mass Reduction Kit Mark IV
Upgraded Retro Thrusters Mark IV

Core Systems I

5 Skill Points
20,000 Shipwright Experience

You can produce basic weapons, shields and power systems.

SKILL MODS	VALUE
Advanced Assembly	+10
Advanced Ship Experimentation	+10
Power Systems Experimentation	+10
Power Systems	+10
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark II
Droid Brain Minimum Upgrade Mark I
Droid Maintenance Reduction Kit Mark I
Droid Interface Mark II
Energy Saver Battery Mark I
Extended Life Battery Mark I
Fusion Reactor Mark II
Heavy Battery Mark I
Quick Recharge Battery Mark I
Reactor: Limiter Mark I
Reactor: Overcharger Mark I

Core Systems II

4 Skill Points
50,000 Shipwright Experience

You produce mid-grade weapons, shields and power systems.

SKILL MODS	VALUE
Advanced Assembly	+15
Advanced Ship Experimentation	+15
Power Systems Experimentation	+15
Power Systems	+15
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark III
Droid BraMinimum Upgrade Mark II
Droid Maintenance Reduction Kit Mark II
Droid Interface Mark III
Energy Saver Battery Mark II
Extended Life Battery Mark II
Fusion Reactor: Mark III
Heavy Battery Mark II
Quick Recharge Battery Mark II
Reactor: Limiter Mark II
Reactor: Overcharger Mark II

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Core Systems III

3 Skill Points
100,000 Shipwright Experience

You can craft advanced weapons, shields and power systems.

SKILL MODS	VALUE
Advanced Assembly	+20
Advanced Ship Experimentation	+20
Power Systems Experimentation	+20
Power Systems	+20
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark IV
Droid BraMinimum Upgrade Mark III
Droid Maintenance Reduction Kit Mark III
Droid Interface Mark IV
Energy Saver Battery Mark III
Extended Life Battery Mark III
Fusion Reactor: Mark IV
Heavy Battery Mark III
Quick Recharge Battery Mark III
Reactor: Limiter Mark III
Reactor: Overcharger Mark III

Core Systems IV

2 Skill Points
150,000 Shipwright Experience

You can now produce all kinds of weapons, shields and power systems.

SKILL MODS	VALUE
Advanced Assembly	+20
Advanced Ship Experimentation	+20
Power Systems Experimentation	+20
Power Systems	+20
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark V
Droid Brain Minimum Upgrade Mark IV
Droid Maintenance Reduction Kit Mark IV
Droid Interface Mark V
Energy Saver Battery Mark IV
Extended Life Battery Mark IV
Fusion Reactor: Mark V
Heavy Battery Mark IV
Quick Recharge Battery Mark IV
Reactor: Limiter Mark IV
Reactor: Overcharger Mark IV

Defense Systems I

5 Skill Points
20,000 Shipwright Experience

Starfighter engineers who specialize in this skill can build defense mechanisms of increasing quality.

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+10
Shields Experimentation	+10
Weapon Systems Experimentation	+10
Weapon Systems	+10

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark I
Sensor Decoy Launcher
Sensor Decoy Pack
Deflector Shields
Maximum Damage Intensifier Mark I
Minimum Damage Intensifier Mark I
Quick Shot Upgrade Mark I
Shield Effectiveness Intensifier Mark I
Shield Energy Saver Kit Mark I
Shield Intensifier Mark I
Shield Limiter Mark I
Shield Overcharger Mark I
Speed Limiter Upgrade Mark I
Weapon: Concussion Missile Mark I
Weapon: Launcher Concussion Mark I
Weapon: Mid-Grade Blaster
Weapon: Mid-Grade Disruptor
Weapon: Mid-Grade Ion Cannon

Defense Systems II

4 Skill Points
50,000 Shipwright Experience

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+15
Shields Experimentation	+15
Weapon Systems Experimentation	+15
Weapon Systems	+15

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark II
Heavy Deflector Shields
Maximum Damage Intensifier Mark II
Minimum Damage Intensifier Mark II
Micro-Chaff Launcher
Micro-Chaff Pack
Quick Shot Upgrade Mark II
Shield Effectiveness Intensifier Mark II
Shield Energy Saver Kit Mark II
Shield Intensifier Mark II
Shield Limiter Mark II
Shield Overcharger Mark II
Speed Limiter Upgrade Mark II
Weapon: Heavy Blaster
Weapon: Heavy Disruptor
Weapon: Heavy Ion Cannon
Weapon: Image-Recognition Missile Mark I
Weapon: Launcher Image-Recognition Mark I
Weapon: Launcher Proton Mark II
Weapon: Launcher Seismic Mark I
Weapon: Proton Missile Mark II
Weapon: Seismic Missile Mark I

Defense Systems III

3 Skill Points
100,000 Shipwright Experience

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+20
Shields Experimentation	+20
Weapon Systems Experimentation	+20
Weapon Systems	+20

COMMANDS & ABILITIES

Advanced Deflector Shields
Armor Effectiveness Intensifier Mark III
EM Emitter Launcher
EM Emitter Pack
Maximum Damage Intensifier Mark III
Minimum Damage Intensifier Mark III
Quick Shot Upgrade Mark III
Shield Effectiveness Intensifier Mark III
Shield Energy Saver Kit Mark III
Shield Intensifier Mark III
Shield Limiter Mark III
Shield Overcharger Mark III
Speed Limiter Upgrade Mark III
Weapon: Advanced Blaster
Weapon: Advanced Disruptor
Weapon: Advanced Ion Cannon
Weapon: Concussion Missile Pack Mark II
Weapon: Launcher Concussion Mark II
Weapon: Launcher Spacebomb Mark I
Weapon: Spacebomb Missile Pack Mark I

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Defense Systems IV

2 Skill Points
150,000 Shipwright Experience

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+20
Shields Experimentation	+20
Weapon Systems Experimentation	+20
Weapon Systems	+20

COMMANDS & ABILITIES

- Armor Effectiveness Intensifier Mark IV
- IFF Confuser Launcher
- IFF Confuser Pack
- Experimental Deflector Shields
- Maximum Damage Intensifier Mark IV
- Minimum Damage Intensifier Mark IV
- Quick Shot Upgrade Mark IV
- Shield Effectiveness Intensifier Mark IV
- Shield Energy Saver Kit Mark IV
- Shield Intensifier Mark IV
- Shield Limiter Mark IV
- Shield Overcharger Mark IV
- Speed Limiter Upgrade Mark IV
- Weapon: Experimental Blaster
- Weapon: Experimental Disruptor
- Weapon: Experimental Ion Cannon
- Weapon: Launcher Proton Mark III
- Weapon: Launcher Seismic Mark II
- Weapon: Proton Missile Mark III
- Weapon: Seismic Missile Mark II

Master Shipwright

1 Skill Points
200,000 Shipwright Experience

A Master Shipwright can produce all starfighter chassis and related weapon, shield and power components.

SKILL MODS	VALUE
Advanced Component Experimentation	+25
Booster Experimentation	+25
Chassis Assembly	+25
Chassis Experimentation	+25
Chassis/Armor Reverse Engineering	+1
Defense Reverse Engineering	+1
Engine Experimentation	+25
Power Systems Experimentation	+25
Propulsion Reverse Engineering	+1
Shield Experimentation	+25
Systems Reverse Engineering	+1
Weapon System Experimentation	+25

COMMANDS & ABILITIES

- Armor Effectiveness Intensifier Mark V
- Armor Reinforcement Panel Mark V
- Booster: Overdriver Mark V
- B-Wing
- Decimator
- Droid Brain Minimum Upgrade Mark V
- Droid Maintenance Reduction Kit Mark V
- Energy Saver Battery Mark V
- Engine: Limiter Mark V
- Engine: Overdriver Mark V
- Extended Life Battery Mark V
- Extended Life Fuel Cell Mark V
- Fast Charge Fuel Cell Mark V
- Heavy Battery Mark V
- Heavy Fuel Cell Mark V
- Mass Reduction Kit Mark V
- Minimum Damage Intensifier Mark V
- Quick Recharge Battery Mark V
- Quick Shot Upgrade Mark V
- Reactor: Limiter Mark V
- Reactor: Overcharger Mark V
- Shield Effectiveness Intensifier Mark V
- Shield Energy Saver Kit Mark V
- Shield Intensifier Mark V
- Shield Limiter Mark V
- Shield Overcharger Mark V
- Speed Limiter Upgrade Mark V
- TIE Oppressor
- Upgraded Retro Thrusters Mark V
- Weapon: Concussion Missile Mark III
- Weapon: Imagerec Missile Mark II
- Weapon: Launcher Concussion Mark III
- Weapon: Launcher Imagerec Mark II
- Weapon: Launcher Proton Mark IV
- Weapon: Launcher Seismic Mark III
- Weapon: Proton Missile Mark IV
- Weapon: Seismic Missile Mark III
- YKl37R
- YT1300



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SHIPWRIGHT SCHEMATICS

TOOLS

Component Analysis Tool
50 steel
15 chemical

Starship Paint Kit
250 steel
300 inert petrochem

Texture Kit Style 1–6
50 steel
125 inert petrochem

Armor Repair Kit
60 steel
50 fiberplast

Booster Repair Kit
60 steel
50 fiberplast

Chassis Repair Kit
60 steel
50 fiberplast

Conduit Repair Kit
60 steel
50 fiberplast

Droid Interface Repair Kit
60 steel
50 fiberplast

Engine Repair Kit
60 steel
50 fiberplast

Reactor Repair Kit
60 steel
50 fiberplast

Shield Repair Kit
60 steel
50 fiberplast

Weapon Capacitor Repair Kit
60 steel
50 fiberplast

Weapon Repair Kit
60 steel
50 fiberplast

Texture Kit: ARC 170 Style 1
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: ARC 170 Style 2
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: A-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Misshapen Asteroid Chunk

Texture Kit: B-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Strange Asteroid Chunk

Texture Kit: B-Wing Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Strange Asteroid Chunk

Texture Kit: X-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Glowing Asteroid Chunk

Texture Kit: X-Wing Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Glowing Asteroid Chunk

Texture Kit: Y-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Ancient Asteroid Chunk

Texture Kit: Z-95 Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: Z-95 Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

MODIFICATIONS

Component Analysis Tool
50 steel
15 chemical

Blacksun Heavy Modification (1)
125 Crystal Asteroid
125 Cyanomethanic Asteroid

Hutt Heavy Modification (1)
125 Crystal Asteroid
125 Cyanomethanic Asteroid

TIE Advanced Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

X-Wing Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

Z-95 Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

CARGO HOLDS

Y-8 Mining Ship

Large Cargo Hold
3000 Obsidian Asteroid
3000 Petrochemical Asteroid

Medium Cargo Hold
1500 Obsidian Asteroid
1500 Petrochemical Asteroid

Small Cargo Hold
1000 Obsidian Asteroid
1000 Petrochemical Asteroid

Yt1300, YKL37R, Decimator

Large Cargo Hold
1250 Silicaceous Asteroid
1250 Acid Asteroid

Medium Cargo Hold
1000 Silicaceous Asteroid
1000 Petrochemical Asteroid

Small Cargo Hold
750 Silicaceous Asteroid
750 Petrochemical Asteroid

Starfighters

Large Cargo Hold
500 Silicaceous Asteroid
500 Cyanomethanic Asteroid

Medium Cargo Hold
250 Silicaceous Asteroid
250 Cyanomethanic Asteroid

Small Cargo Hold
100 Silicaceous Asteroid
100 Cyanomethanic Asteroid

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SHIP CHASSIS

A–Wing Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

B–Wing Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Dunelizard Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

Ixiyen Fast Attack Craft Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Kihraxz Light Fighter Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Kimogila Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Rihkxyrk Attack Ship Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

Scyk Light Fighter Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

TIE Advanced Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Aggressor Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Bomber Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Fighter Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

TIE Interceptor Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Light Duty Fighter Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

TIE Oppressor Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

TIE/In Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

VT–49 Decimator Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

X–Wing Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Y–Wing "Longprobe" Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Y–Wing Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

YKL–37R Nova Courier Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

YT–1300 Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Z–95 Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

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ARMOR

Mark I Durasteel Plating
50 Aluminum
50 Steel
50 Low grade ore
50 Inert Petrochemical
1 Mark I Armor Upgrade (optional)

Mark II Durasteel Plating
125 Aluminum
125 Steel
125 Low grade ore
125 Inert Petrochemical
1 Mark II Armor Upgrade or lower (optional)

Mark III Durasteel Plating
250 Aluminum
250 Steel
250 Low grade ore
250 Inert Petrochemical
1 Mark III Armor Upgrade or lower (optional)

Mark IV Durasteel Plating
625 Aluminum
625 Steel
625 Low grade ore
625 Inert Petrochemical
1 Mark IV Armor Upgrade or lower (optional)

Mark V Durasteel Plating
1250 Aluminum
1250 Steel
1250 Low grade ore
1250 Inert Petrochemical
1 Mark V Armor Upgrade or lower (optional)

Armor Reinforcement Panel–Mark I
75 Steel
25 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark II
175 Steel
75 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark III
350 Steel
150 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark IV
1000 Steel
250 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark V
2000 Steel
500 Crystallized Bicorbantium Steel

Mass Reduction Kit–Mk I
75 Aluminum
25 Perovskitic Aluminum

Mass Reduction Kit–Mk II
175 Aluminum
75 Perovskitic Aluminum

Mass Reduction Kit–Mk III
325 Aluminum
175 Perovskitic Aluminum

Mass Reduction Kit–Mk IV
850 Aluminum
400 Perovskitic Aluminum

Mass Reduction Kit–Mk V
1750 Aluminum
750 Perovskitic Aluminum

Elite Armor
1250 Aluminum
1250 Steel
1250 Carbonaceous Asteroid
1250 Petrochemical Asteroid

BOOSTERS

Booster Mark I
50 Steel
50 Aluminum
50 Low–grade ore
50 Liquid Petrochem Fuel
1 Mark I Booster Upgrade (optional)

Booster Mark II
125 Steel
125 Aluminum
125 Low–grade ore
125 Liquid Petrochem Fuel
1 Mark II Booster Upgrade or lower (optional)

Booster Mark III
250 Steel
250 Aluminum
250 Low–grade ore
250 Liquid Petrochem Fuel
1 Mark III Booster Upgrade or lower (optional)

Booster Mark IV
625 Steel
625 Aluminum
625 Low–grade ore
625 Liquid Petrochem Fuel
1 Mark IV Booster Upgrade or lower (optional)

Booster Mark V
1250 Steel
1250 Aluminum
1250 Low–grade ore
1250 Liquid Petrochem Fuel
1 Mark V Booster Upgrade or lower (optional)

Elite Booster
1250 Aluminum
1250 Steel
1250 Silicaceous Asteroid
1250 Methane Asteroid

Booster Overdriver–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Booster Overdriver–Mark II
175 Steel
75 High Grade Polymetric Radioactive

Booster Overdriver–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Booster Overdriver–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Booster Overdriver–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark II
175 Steel
75 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Fast Charge Fuel Cell–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell–Mark II
175 Steel
75 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Hvy Fuel Cell–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Hvy Fuel Cell–Mark II
175 Steel
75 Unstable Organometallic Reactive Gas

Hvy Fuel Cell–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Hvy Fuel Cell–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Hvy Fuel Cell–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

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CAPACITORS

Mark I Weapons Cap.
50 Steel
50 Copper
50 Inert Gas
50 Low–grade Ore
1 Mark I Capacitor Upgrade (optional)

Mark II Weapons Cap.
125 Steel
125 Copper
125 Inert Gas
125 Low–grade Ore
1 Mark II Capacitor Upgrade or lower (optional)

Mark III Weapons Cap.
250 Steel
250 Copper
250 Inert Gas
250 Low–grade Ore
1 Mark III Capacitor Upgrade or lower (optional)

Mark IV Weapons Cap.
625 Steel
625 Copper
625 Inert Gas
625 Low–grade Ore
1 Mark IV Capacitor Upgrade or lower (optional)

Mark V Weapons Cap.
1250 Steel
1250 Copper
1250 Inert Gas
1250 Low–grade Ore
1 Mark V Capacitor Upgrade or lower (optional)

Energy Saver Battery–Mk I
75 Steel
25 Conductive Borcarbitic Copper

Energy Saver Battery–Mk II
200 Steel
50 Conductive Borcarbitic Copper

Energy Saver Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Energy Saver Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Energy Saver Battery–Mk V
2000 Steel
500 Conductive Borcarbitic Copper

Extended Life Battery–Mk I
75 Steel
25 Conductive Borcarbitic Copper

Extend. Life Batt.–Mk II
200 Steel
50 Conductive Borcarbitic Copper

Extend. Life Batt.–Mk III
350 Steel
150 Conductive Borcarbitic Copper

Extend. Life Batt.–Mk IV
1000 Steel
250 Conductive Borcarbitic Copper

Extend. Life Batt.–Mk V
2000 Steel
500 Conductive Borcarbitic Copper

Heavy Battery–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Hvy Battery–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Hvy Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Hvy Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Hvy Battery–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Quick Recharge Batt.–Mk I
75 Steel
25 Conductive Borcarbitic Copper

Qk. Recharge Batt.–Mk II
200 Steel
50 Conductive Borcarbitic Copper

Qk. Recharge Batt.–Mk III
350 Steel
150 Conductive Borcarbitic Copper

Qk. Recharge Batt.–Mk IV
1000 Steel
250 Conductive Borcarbitic Copper

Qk. Recharge Batt.–Mk V
2000 Steel
500 Conductive Borcarbitic Copper

Elite Capacitor
1250 steel
1250 copper
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Mining Grade Capacitor
1250 steel
1250 copper
675 Organometallic Asteroid
675 Carbonaceous Asteroid

DROID INTERFACES

Mark I Droid Interface
50 Steel
50 Fiberplast
50 Copper
50 Low Grade Ore
1 Mark I Droid Interface Upgrade or lower (optional)

Mark II Droid Interface
125 Steel
125 Fiberplast
125 Copper
125 Low Grade Ore
1 Mark II Droid Interface Upgrade or lower (optional)

Mark III Droid Interface
250 Steel
250 Fiberplast
250 Copper
250 Low Grade Ore
1 Mark III Droid Interface Upgrade or lower (optional)

Mark IV Droid Interface
625 Steel
625 Fiberplast
625 Copper
625 Low Grade Ore
1 Mark IV Droid Interface Upgrade or lower (optional)

Mark V Droid Interface
1250 Steel
1250 Fiberplast
1250 Copper
1250 Low Grade Ore
1 Mark V Droid Interface Upgrade or lower (optional)

Droid Brain Upgrade–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

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ENGINES

Mark I Starfighter Engine
50 Steel
50 Radioactive
50 Iron
50 Aluminum
1 Mark I Engine Upgrade or lower (optional)

Mark II Starfighter Eng.
125 Steel
125 Radioactive
125 Iron
125 Aluminum
1 Mark II Engine Upgrade or lower (optional)

Mark III Starfighter Eng.
250 Steel
250 Radioactive
250 Iron
250 Aluminum
1 Mark III Engine Upgrade or lower (optional)

Mark IV Starfighter Eng.
625 Steel
625 Radioactive
625 Iron
625 Aluminum
1 Mark IV Engine Upgrade or lower (optional)

Mark V Starfighter Eng.
1250 Steel
1250 Radioactive
1250 Iron
1250 Aluminum
1 Mark V Engine Upgrade or lower (optional)

Elite Engine
1250 Steel
1250 Acid Asteroid
1250 Carbonaceous Asteroid
1250 Aluminum

Engine Limiter–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Engine Limiter–Mark II
200 Steel
25 Fermionic Siliclastic Ore

Engine Limiter–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Engine Limiter–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Engine Limiter–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Engine Overdriver–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Engine Overdriver–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Engine Overdriver-Mark III
350 Steel
150 Fermionic Siliclastic Ore

Engine Overdriver-Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Engine Overdriver-Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Mass Reduction Kit– Mk I
75 Steel
25 Perovskitic Aluminum

Mass Reduction Kit– Mk II
200 Steel
50 Perovskitic Aluminum

Mass Reduction Kit– Mk III
350 Steel
150 Perovskitic Aluminum

Mass Reduction Kit–Mark IV
1000 Steel
250 Perovskitic Aluminum

Mass Reduction Kit– Mk V
2000 Steel
500 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark I
200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark II
200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark III
350 Steel
150 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark IV
1000 Steel
250 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark V
2000 Steel
500 Perovskitic Aluminum

REACTORS

Mark I Fusion Reactor
50 Steel
50 Copper
50 Radioactive
50 Inert Gas
1 Mark I Reactor Upgrade or lower (optional)

Mark II Fusion Reactor
125 Steel
125 Copper
125 Radioactive
125 Inert Gas
1 Mark II Reactor Upgrade or lower (optional)

Mark III Fusion Reactor
250 Steel
250 Copper
250 Radioactive
250 Inert Gas
1 Mark III Reactor Upgrade or lower (optional)

Mark IV Fusion Reactor
625 Steel
625 Copper
625 Radioactive
625 Inert Gas
1 Mark IV Reactor Upgrade or lower (optional)

Mark V Fusion Reactor
1250 Steel
1250 Copper
1250 Radioactive
1250 Inert Gas
1 Mark V Reactor Upgrade or lower (optional)

Elite Reactor
1250 Steel
1250 Copper
1250 Organometallic Asteroid
1250 Petrochemical Asteroid

Mining Grade Reactor
1250 steel
1250 copper
625 Sulfuric Asteroid
625 Organometallic Asteroid

Reactor Limiter– Mark I
75 Steel
25 High Grade Polymetric

Reactor Limiter– Mark II
200 Steel
50 High Grade Polymetric

Reactor Limiter– Mark III
350 Steel
150 High Grade Polymetric

Reactor Limiter– Mark IV
1000 Steel
250 High Grade Polymetric

Reactor Limiter– Mark V
2000 Steel
500 High Grade Polymetric

Reactor Overcharger–Mark I
75 Steel
25 High Grade Polymetric

Reactor Overcharger–Mark II
200 Steel
50 High Grade Polymetric

Reactor Overcharger–Mark III
350 Steel
150 High Grade Polymetric

Reactor Overcharger–Mark IV
1000 Steel
250 High Grade Polymetric

Reactor Overcharger–Mark V
2000 Steel
500 High Grade Polymetric

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SHIELDS

Mark I Deflector Shield Generator
50 Steel
50 Reactive Gas
50 Aluminum
50 Siliclastic Ore
1 Mark I Shield Upgrade or lower (optional)

Mark II Deflector Shield Generator
125 Steel
125 Reactive Gas
125 Aluminum
125 Siliclastic Ore
1 Mark II Shield Upgrade or lower (optional)

Mark III Deflector Shield Generator
250 Steel
250 Reactive Gas
250 Aluminum
250 Siliclastic Ore
1 Mark III Shield Upgrade or lower (optional)

Mark IV Deflector Shield Generator
625 Steel
625 Reactive Gas
625 Aluminum
625 Siliclastic Ore
1 Mark IV Shield Upgrade or lower (optional)

Mark V Deflector Shield Generator
1250 Steel
1250 Reactive Gas
1250 Aluminum
1250 Siliclastic Ore
1 Mark V Shield Upgrade or lower (optional)

Elite Shields
1250 steel
1250 Organometallic Asteroid
1250 Aluminum
1250 Silicaceous Asteroid

Shield En. Saver Kit–Mk I
75 Steel
25 Gravitonic Fiberplast

Shield En. Saver Kit–Mk II
200 Steel
50 Gravitonic Fiberplast

Shield En. Saver Kit–Mk III
350 Steel
150 Gravitonic Fiberplast

Shield En. Saver Kit–Mk IV
1000 Steel
250 Gravitonic Fiberplast

Shield En. Saver Kit–Mk V
2000 Steel
500 Gravitonic Fiberplast

Shield Intensifier– Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Intensifier– Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Intensifier– Mark III
350 Steel
150 Gravitonic Fiberplast

Shield Intensifier– Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield Intensifier– Mark V
2000 Steel
500 Gravitonic Fiberplast

Shield Limiter–Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Limiter–Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Limiter–Mark III
350 Steel
150 Gravitonic Fiberplast

Shield Limiter–Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield Limiter–Mark V
2000 Steel
500 Gravitonic Fiberplast

Shield Overcharger–Mk I
75 Steel
25 Gravitonic Fiberplast

Shield Overcharger–Mk II
200 Steel
50 Gravitonic Fiberplast

Shield Overcharger–Mk III
350 Steel
150 Gravitonic Fiberplast

Shield Overcharger–Mk IV
1000 Steel
250 Gravitonic Fiberplast

Shield Overcharger–Mk V
2000 Steel
500 Gravitonic Fiberplast

WEAPONS: PROJECTILE

Light Blaster
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Light Disruptor
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Light Ion Cannon
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Mid–Grade Blaster
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

Mid–Grade Disruptor
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

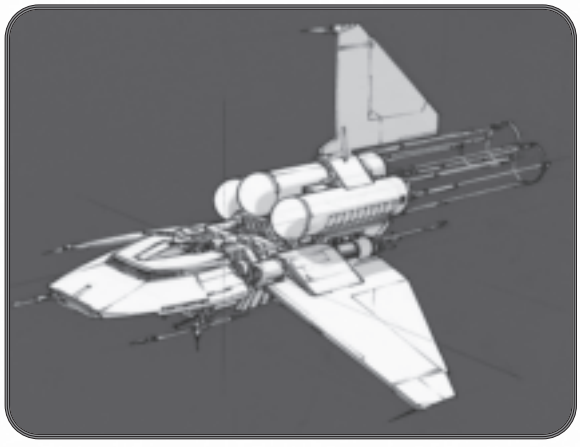
Mid–Grade Ion Cannon
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

Heavy Blaster
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Heavy Disruptor
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Heavy Ion Cannon
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Advanced Blaster
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)



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Advanced Disruptor
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)

Advanced Ion Cannon
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)

Experimental Blaster
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Experimental Disruptor
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Experimental Ion Cannon
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Elite Gauss Cannon
1250 steel
1250 radioactive
1250 Methane Asteroid
1250 Carbonaceous Asteroid

Elite Null Bolt Cannon
1250 steel
1250 radioactive
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Elite Railgun
1250 steel
1250 radioactive
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Armor Effectiveness Intensifier–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark II
200 Steel
50 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Max Damage Intensifier–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Quick Shot Upgrade–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Shield Effectiveness Intensifier–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark II
200 Steel
50 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Speed Limiter Upgrade–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

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WEAPONS: MISSILES

Mark I Concussion Launcher
350 Steel
150 Aluminum

Mark I Image–Rec Launcher
750 Steel
250 Aluminum

Mark I Proton Launcher
150 Steel
50 Aluminum

Mark I Seismic Launcher
750 Steel
250 Aluminum

Mark I Spacebomb Launcher
2000 Steel
500 Aluminum

Mark II Concussion Launcher
2000 Steel
500 Aluminum

Mark II Image–Rec Launcher
4000 Steel
1000 Aluminum

Mark II Proton Launcher
750 Steel
250 Aluminum

Mark II Seismic Launcher
2000 Steel
500 Aluminum

Mark II Spacebomb Launcher
4000 Steel
1000 Aluminum

Mark III Concussion Launcher
4000 Steel
1000 Aluminum

Mark III Proton Launcher
2000 Steel
500 Aluminum

Mark III Seismic Launcher
4000 Steel
1000 Aluminum

Mark IV Proton Launcher
4000 Steel
1000 Aluminum

Mark I Concussion Missile Pack
200 Steel
50 Radioactive

Mark I Image–Rec Missile Pack
375 Steel
125 Radioactive

Mark I Proton Missile Pack
75 Steel
25 Radioactive

Mark I Seismic Missile Pk.
375 Steel
125 Radioactive

Mark I Spacebomb Pack
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Concussion Missile Pack
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Image–Rec Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark II Proton Missile Pk.
375 Steel
125 Radioactive

Mark II Seismic Missile Pk.
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Spacebomb Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark III Concussion Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark III Proton Missile Pk.
1000 Steel
250 High Grade Polymetric Radioactive

Mark III Seismic Missile Pk.
2000 Steel
500 High Grade Polymetric Radioactive

Mark IV Proton Missile Pk.
2000 Steel
500 High Grade Polymetric Radioactive

MINING EQUIPMENT / WEAPONS

Elite Mining Laser
1250 Iron Asteroid
1250 Diamond Asteroid
1250 Methane Asteroid
1250 Carbonaceous Asteroid

Mark I Mining Laser
50 Iron Asteroid
50 Organometallic Asteroid
50 Methane Asteroid
50 Carbonaceous Asteroid

Mark II Mining Laser
125 Iron Asteroid
125 Organometallic Asteroid
125 Methane Asteroid
125 Carbonaceous Asteroid

Mark III Mining Laser
250 Iron Asteroid
250 Crystal Asteroid
250 Methane Asteroid
250 Carbonaceous Asteroid

Tractor Beam
625 Iron Asteroid
625 Crystal Asteroid
625 Methane Asteroid
625 Carbonaceous Asteroid

WEAPONS: COUNTER-MEASURES

Chaff Launcher
150 Steel
50 Radioactive

EM Emitter Launcher
1875 Steel
625 Radioactive

IFF Confuser Launcher
3750 Steel
1250 Radioactive

Micro–Chaff Launcher
750 Steel
250 Radioactive

Sensor Decoy Launcher
375 Steel
125 Radioactive

Chaff Pack
75 Steel
25 Metal

EM Emitter Pack
1000 Steel
250 Metal

IFF Confuser Pack
2000 Steel
500 Metal

Micro–Chaff Pack
350 Steel
150 Metal

Sensor Decoy Pack
200 Steel
50 Metal



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COMPONENTS & CUSTOMIZING

Ready to set course for the Great Beyond, and travel far, far away? First you'll need a ship. And for those who care, not just any ship will do — you want one that you put together yourself. Of course, you don't always have to start from scratch; if you've been collecting an engine here, a reactor there, you may have enough to put a decent ship into space. This chapter lists the components that you can find, and gives their stats.

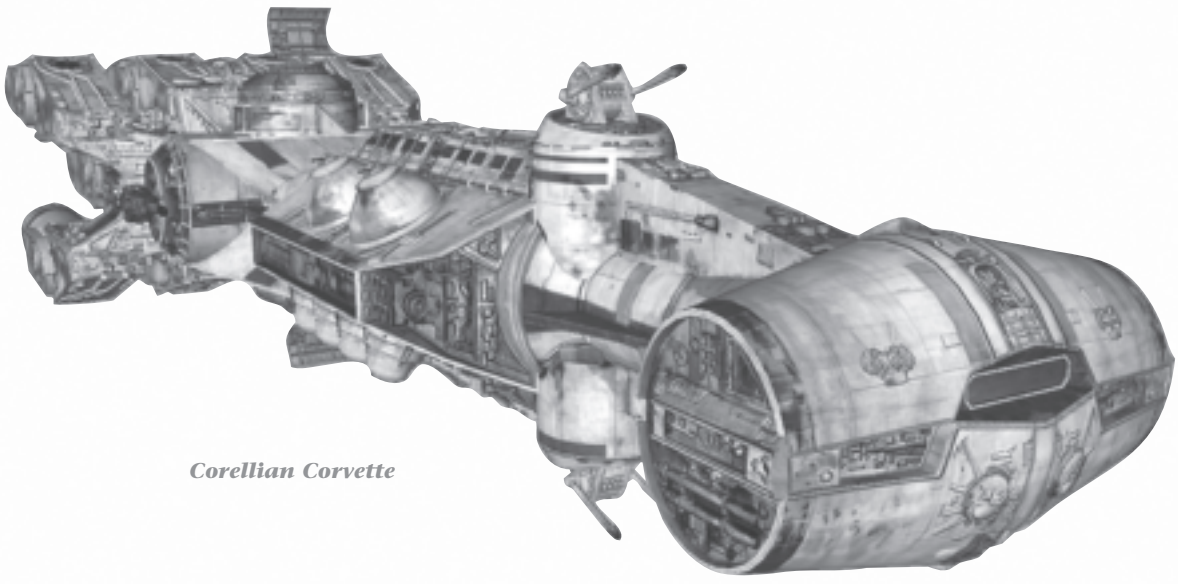
CRAFTING PARAMETERS

But first, let's talk limitations, the factors that keep you from building a Death Star your first day on the job. Your ship is a certain size, measured in **Mass Capacity**. Every component that you add into your ship takes **Mass**. You can't load more Mass onto your ship than its Capacity. So compare the Mass Capacity of your ship against the combined Mass of the components you are planning to use, to make sure your ship is big enough.

In addition, you can't use or craft a component for which you haven't been certified. (*Using* a component requires a Piloting certification; *crafting* a component requires a Shipwright certification.) Check the **Cert.** column for each component to make sure you have achieved the necessary rating to use it. Remember that there are four different certifications "tracks" for crafting:

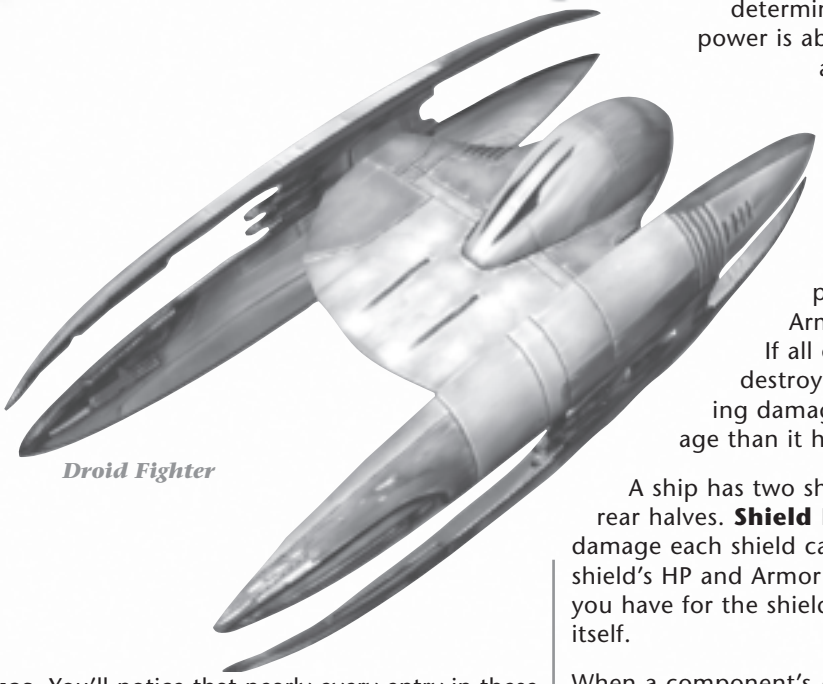
Spaceframe Engineering	Frames	Armor
Propulsion Technology	Engines	Boosters
Defense Systems	Shields	Weapons
Core Systems	Reactors	Droid Interfaces Weapon Capacitors

And finally, you've got to have the power to use each component. Your reactor has a **Reactor Gen**eration **Rate**. Every other component has an **Energy** rating. Just as your ship's Mass Capacity caps the Mass you can handle, your Energy Gen. must be at least as high as the combined Energy ratings of your other components. You can't exceed the Energy Generation of your reactor, but you can rearrange your energy priorities while in flight, especially if your reactor has taken damage.



Corellian Corvette

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Droid Fighter

Ranges. You'll notice that nearly every entry in these tables lists a range of values, rather than a single number. There are several variables involved in crafting any component. The higher these variables, the better your final component. These factors include the skill of the person who crafted the component, the value of the resources included, the value of the subcomponents, and just a small bit of luck. (Mass Capacity and Mass are not listed in ranges; instead, an average value is given. The final crafted value will range a bit higher or lower than that number.)

The final value in nearly every case is determined when the component is crafted. The only partial exception is a weapon's damage — it will vary (within a relatively small range) from shot to shot.

HIT POINTS & DAMAGE

A weapon can inflict a certain amount of damage (listed under **Damage**). The first thing it can hit is a ship's shield (front or back). The weapon's **Versus Shield** value determines how much damage is done to the shields. The higher the Versus Shield value, the better for the attacker.

Once the shield is eliminated, the shot hits armor. As before, the weapon's **Versus Armor** value determines how much of the shot's power is absorbed by armor. The damage that is not absorbed is deducted from the Armor's HP.

And once a shot has penetrated into a target ship, it hits a component. Each component has both **HP** (hit points) and **Armor HP**. The Armor HP absorbs damage first. If all of a component's Armor HP is destroyed, the component starts taking damage. When it takes more damage than it has HP, it is destroyed.

A ship has two shields, protecting its front and rear halves. **Shield HP (F/R)** lists how much damage each shield can take without recharging. A shield's HP and Armor HP describe the protection you have for the shield-generating component itself.

When a component's Armor HP is gone and it starts taking damage (losing HP), it starts deteriorating. Boosters give less boost and take longer to recharge, shields are weaker, and so forth.

Let's look at an example. Start with a weapon that gives 1500 damage, with 60% Versus Shield and 20% Versus Armor. (No, there isn't really a weapon that does exactly that.) Your weapon hits your target ship's shield first. 60% of the shot (60% of 1500 = 900) hits the shield. The shield immediately begins recharging; at 20 HP per second, it'll take 45 seconds to completely recharge, assuming it doesn't get hit again.

Once the shield has been eliminated (temporarily, until recharged) 20% of a 1500-point is absorbed by the armor (20% of 1500 = 300). The armor takes the remaining 1200 points of damage. If the armor's HP are destroyed, the rest of the shot penetrates the ship to hit a component. This reduces a component's Armor HP, then starts damaging the component itself.

Meanwhile, the weapon requires energy for the shot, energy that is stored in the weapons capacitor. That much energy is drained from the weapons capacitor, which immediately starts recharging energy so that its weapons can fire as rapidly as possible.

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Your weapons burn energy with each shot (Capacitor Energy Per Shot; **Energy/Shot** in the tables). Refire Rate (**Refire Delay** in the tables) lists how long you must wait between shots, in seconds.

CHARGING & RECHARGING

Boosters and weapons capacitors can **Charge** and **Recharge**. (In game, these are Booster Energy and Booster Recharge Rate.) Charge lists how many total points of energy they can store for rapid firing or movement. Recharge lists how much energy they can regain per second. Triggering a booster increases your acceleration and speed capacity by the amount listed — add these to your engine's base acceleration and speed while the booster is firing. Its Booster Energy Consumption Rate (**Burn Rate** in the tables) is how much stored energy it expends each second of use.

Shields also charge and recharge, but their charge is stored as shield power. A shield's recharge (in energy points per second) powers its shield capacity back up.

NOTE

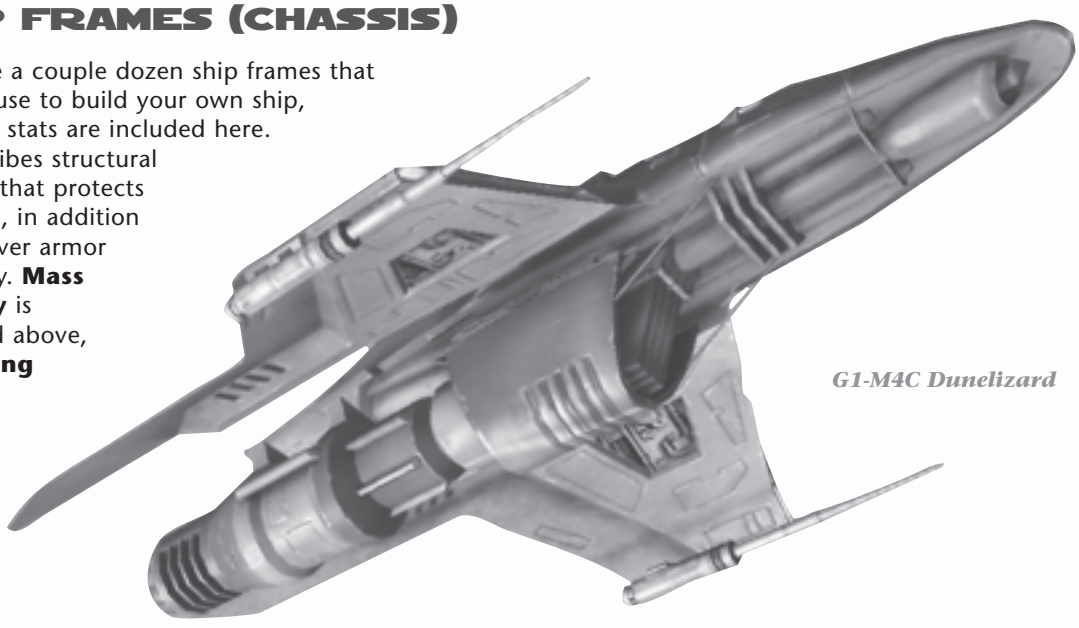
Note that booster and capacitor energy and your reactor's energy are not the same thing. A reactor generates a steady flow of energy that powers all your components. A booster or capacitor stores energy and only supplies it when you need to move quickly or fire a weapon. (This limits your ability to either run or fight — each second of boosted movement and each shot you fire drains energy that must be recharged.)

Parameters. Both HP and Mass Capacity vary depending on how well crafted the frame is; the values listed here are just about the maximum possible.

The remaining columns list how many **Blasters** and **Missile** Bays you can install on each frame (subject to the other parameters listed in **Crafting Parameters**), plus ratings for **Handling**, **Armament** and **Defense**. The higher the Handling rate, the better that frame handles maneuvers; the other columns list relative ratings for these aspects of your ship.

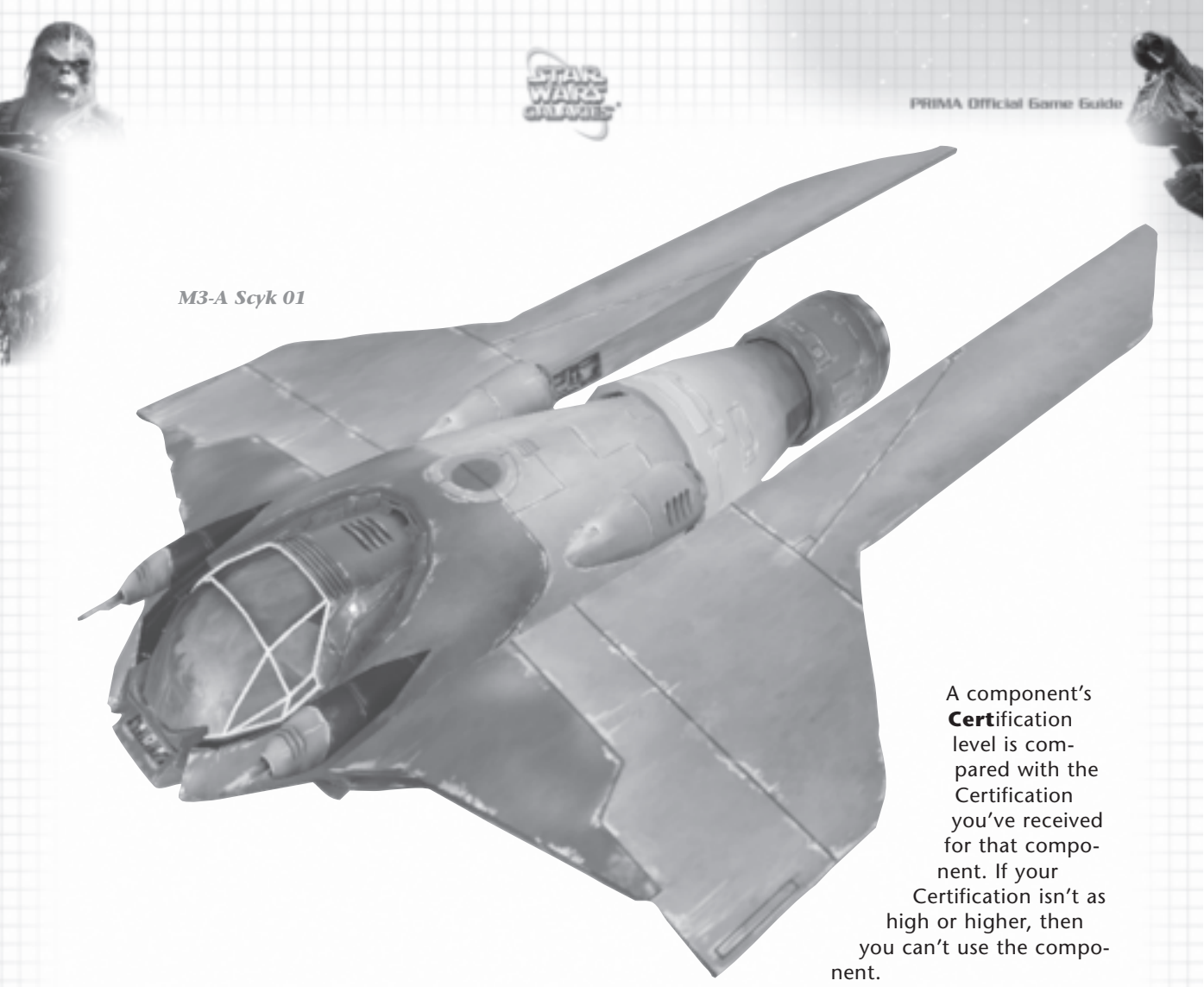
SHIP FRAMES (CHASSIS)

There are a couple dozen ship frames that you can use to build your own ship, and their stats are included here. **HP** describes structural integrity that protects your ship, in addition to whatever armor you apply. **Mass Capacity** is described above, in **Crafting**



G1-M4C Dunelizard

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M3-A Scyk 01

A component's **Cert**ification level is compared with the Certification you've received for that component. If your Certification isn't as high or higher, then you can't use the component.

OTHER ENTRIES

Most of the table entries are self-explanatory. Let's take a quick pass here to make sure you know what each of the rest means.

The **Com**mand **Speed** for a Droid Interface determines how quickly you can communicate with your droid. The higher the number, the better.

An engine's Pitch/Yaw/Role (**P/Y/R**) lists how quickly (in degrees per second) it can turn around and perform other maneuvers. Lifting or lower your ship's nose is pitch; yaw is turning to one side or the other; and roll is ... performing a roll. For a few engines, their yaw is about 5% better than their pitch or roll; those ships are indicated with "+" immediately after the ship's name.

The Loot column for each component lists where you might hope to collect it. Enemy craft are categorized as **Imp**erial, **Priv**ateer and **Reb**el. (When further abbreviation is needed, **I**mperial, **P**rivateer and **R**ebel are indicated by their first letters.) The enemy's level is defined by Tiers — **Tier 1** is low, **Tier 4** is high, and **Master** is one step higher. Some of the components listed here can only be found in special circumstances. Those components have "**" in the Loot column.

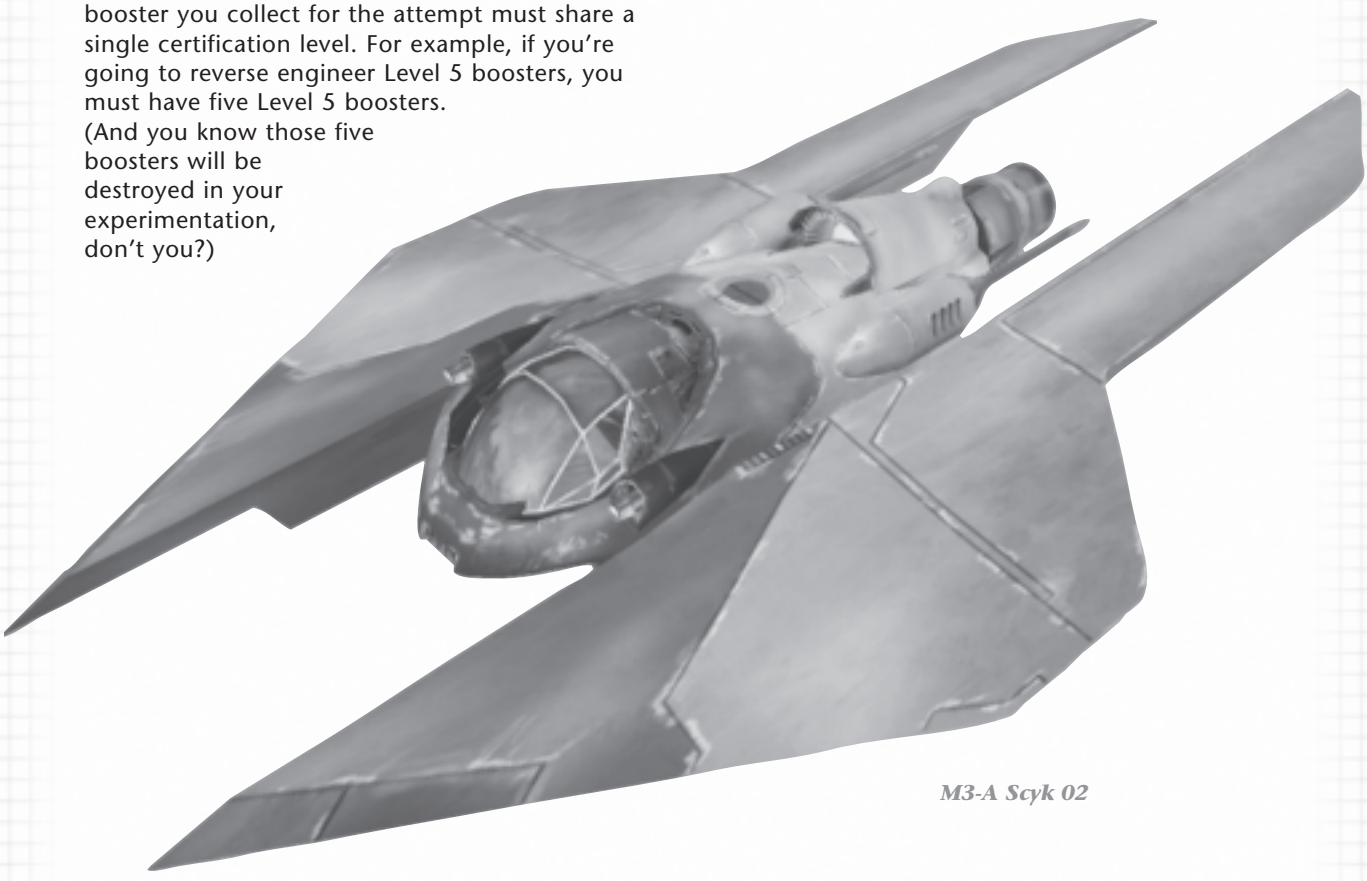
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REVERSE ENGINEERING

At some point, you may decide you need something better than what you're picking up as Loot. At that point, you can try **reverse engineering**. Just as you can't use a component for which you aren't certified, you also can't reverse engineer a component unless you have a certification at least as high as the component's certification level.

To reverse engineer a type of component, you must collect as many of that component as its certification level. You can't mix and match — if you're going to reverse engineer a new booster, every booster you collect for the attempt must share a single certification level. For example, if you're going to reverse engineer Level 5 boosters, you must have five Level 5 boosters. (And you know those five boosters will be destroyed in your experimentation, don't you?)

Successful reverse engineering results in the ability to create a new component, a booster in the case of our example. Your new booster has the best stats of all the boosters you reverse engineered — its charge will be the same as the highest charge of any of the five boosters, its recharge rate will be the same as the fastest recharge rate among the five, and so forth. In fact, all these stats will be slightly higher — at the lowest levels, you get about a 1% bonus beyond that, and the bonus works its way up to about 6% by the time you're a master shipwright.



M3-A Scyk 02

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REACTORS

Reactor Type	Reactor Gen. Rate	HP	Armor HP	Mass	Cert.	Loot
Cygnus Mark I Reactor	7800–12200	150	71–79	1320	1	Imp. Tier 1
FreiTek Inc. Level 1 Reactor	8400–12600	150	71–79	1320	1	Reb. Tier 1
Incom Mark 1 Reactor	8000–12000	150	71–79	1320	1	Reb. Tier 1
Koensayr "Supernova" Reactor	7600–11400	150	71–79	1320	1	Priv. Tier 1
Kuat Systems Engineering LX-11 Reactor	8000–12000	150	71–79	1320	1	I/P Tier 1
MandalMotors DXR Reactor	7800–12200	165	78–87	1320	1	Priv. Tier 1
Sienar Level 1 Reactor	8000–12000	150	71–79	1320	1	Imp. Tier 1
Subpro Dyna-I Reactor	7900–12100	150	70–80	1320	1	P/R Tier 1
Cygnus Tuned Mark I Reactor	8000–12000	225	106–119	2310	2	Imp. Tier 1/2
FreiTek Inc. Performance Level 1 Reactor	8000–12000	225	106–119	2310	2	Reb. Tier 1/2
Incom Improved Mark I Reactor	8000–12000	248	117–130	2310	2	Reb. Tier 1/2
Koensayr Charger Supernova Reactor	7800–12200	225	106–119	2310	2	Priv. Tier 1
Kuat Systems Engineering Custom LX-11 Reactor	8400–12600	225	106–119	2310	2	I/P Tier 1/2
MandalMotors DXR-2 Reactor	7600–11400	225	106–119	2310	2	Priv. Tier 1
Sienar Enhanced Level 1 Reactor	8000–12000	203	94–109	2310	2	Imp. Tier 1/2
Subpro Special Dyna-II Reactor	8000–12000	225	106–119	2310	2	Priv. Tier 1
Watto's "Sunray" Reactor	7800–12200	248	117–130	2310	2	Reb. Tier 1
Cygnus Mark II Reactor	8400–12600	311	144–167	3300	3	Imp. Tier 2
FreiTek Powerhouse Mark I Reactor	8190–12810	380	180–200	3300	3	Reb. Tier 2
Incom Mark 2 Reactor	8400–12600	380	180–200	3300	3	Reb. Tier 2
Koensayr Mark II Supernova Reactor	8400–12600	345	163–182	3300	3	P/R Tier 2
Kuat Systems Engineering LX-21	8800–13200	345	163–182	3300	3	I/P Tier 2
MandalMotors DXR-3 Reactor	8190–12810	345	163–182	3300	3	Priv. Tier 2
Sienar Fleet Systems Imperial-1 Reactor	8000–12000	345	162–183	3300	3	Imp. Tier 2
Sienar Level 2 Reactor	8400–12600	311	144–167	3300	3	Imp. Tier 2
Slayn & Korpil "Vortex" Mk1 Reactor	8400–12600	345	163–182	3300	3	Reb. Tier 2
SoroSuub Fusion Reactor 1	8400–12600	380	178–202	3300	3	P/R Tier 2
Cygnus Supercharger Mark II Reactor	8000–12000	518	243–275	5775	4	Imp. Tier 2
Freitek Improved Mark I Powerhouse Reactor	8800–13200	518	245–272	5775	4	Reb. Tier 2
Incom Custom Mark II Reactor	8400–12600	466	216–250	5775	4	Reb. Tier 2
Koensayr Enhanced Mark II Supernova Reactor	8400–12600	466	216–250	5775	4	P/R Tier 2
Kuat Systems Engineering RCT-X Reactor	8400–12600	518	245–272	5775	4	I/P Tier 2
Sienar Fleet Systems Imperial-2 Reactor	8190–12810	518	245–272	5775	4	Imp. Tier 2
SoroSuub Fusion Reactor 2	8190–12810	569	270–299	5775	4	Priv. Tier 2
Watto's "Sunray" Mark III Reactor	8400–12600	569	270–299	5775	4	Priv. Tier 2
FreiTek Powerhouse Mark II Reactor	9652–13748	635	301–334	8250	5	P/R Tier 3
Incom Mark 3 Reactor	9240–13160	698	331–367	8250	5	P/R Tier 3
Koensayr Supernova Mark III Reactor	9240–13160	635	301–334	8250	5	P/R Tier 3
MandalMotors DXR-4 Reactor	9128–13272	635	298–337	8250	5	P/R Tier 2/3
Rendili Type5 Reactor	9016–13384	698	331–367	8250	5	**
Sienar Design Systems Imperial 1 Reactor	8827–12573	635	301–334	8250	5	Imp. Tier 3
Sienar Fleet Systems Imperial-3 Reactor	9240–13160	635	301–334	8250	5	Imp. Tier 3
Sienar Level 3 Reactor	9240–13160	571	265–306	8250	5	Imp. Tier 3
Slayn & Korpil "Hypertron 2000" Reactor	9240–13160	635	301–334	8250	5	P/R Tier 3
SoroSuub Fusion Reactor 3	9016–13384	635	301–334	8250	5	P/R Tier 3
(Unknown) Distressed Aluminum Reactor	9240–13160	952	452–500	14,420	6	I/P/R Tier 3
(Unknown) Multi-core Reactor	9240–13160	952	452–500	14,420	6	I/P/R Tier 3
(Unknown) Proton Chamber Reactor	9016–13384	952	452–500	14,420	6	I/P/R Tier 3
Mon Calamari Overdriver S2 Reactor	9016–13384	1047	497–550	14,420	6	P/R Tier 3
Republic Sienar Systems X8 Reactor	9240–13160	952	452–500	14,420	6	Imp. Tier 3
Sienar Design Systems High-Output Reactor	12300	1238	619	14,420	6	**
Sienar Fleet Systems Imperial-4 Reactor	8827–12573	952	452–500	14,420	6	Imp. Tier 3
Slayn & Korpil "Hypervortex" Reactor	12300	1238	619	14,420	6	**

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Reactor Type	Reactor Gen. Rate	HP	Armor HP	Mass	Cert.	Loot
Slayn & Korpil "Vortex" Mk2 Reactor	9240–13160	857	398–459	14,420	6	P/R Tier 3
Subpro Aurora Reactor	9240–13160	1047	497–550	14,420	6	P/R Tier 3
SubPro Military-Grade Reactor	12300	1238	619	14,420	6	**
Taim & Bak Experimental Reactor S1	9652–13748	952	452–500	14,420	6	P/R Tier 3
Incom Mark 4 Reactor	9599–13701	841	391–450	20,590	7	P/R Tier 4
Koensayr Supernova Advanced Reactor	13266–18934	981	466–516	20,590	7	P/R Tier 4
MandalMotors DXR-5 Reactor	9558–13642	934	443–491	20,590	7	P/R Tier 4
Rendili Type7 Reactor	9599–13701	1028	483–545	20,590	7	Imp. Tier 4
Republic Sienar Systems X12 Reactor	9599–13701	934	443–491	20,590	7	Imp. Tier 4
Sienar Level 4 Reactor	9599–13701	934	443–491	20,590	7	Imp. Tier 4
Slayn & Korpil "Vortex" Mk3 Reactor	9999–14301	1100	511–589	20,590	7	P/R Master
SoroSuub Turbine 3	9599–13701	981	466–516	20,590	7	P/R Tier 4
Subpro Aurora Max	9599–13701	934	443–491	20,590	7	P/R Tier 4
Taim Experimental S3	9640–13760	934	443–491	20,590	7	P/R Tier 4
Armek Super-collider Reactor	9599–13701	1402	665–736	36,040	8	P/R Tier 4
Freitek Powerhouse Mark III Reactor	9599–13701	1542	724–818	36,040	8	Reb. Tier 4
Incom Mark 5 Reactor	9640–13760	1402	665–736	36,040	8	P/R Tier 4
Kuat Systems Engineering RCT-Z Reactor	9483–13817	1402	665–736	36,040	8	I/P/R Tier 4
MandalMotors DXR-6 Reactor	9599–13701	1472	699–773	36,040	8	P/R Tier 4
Republic Sienar Systems Advanced Military-Grade Reactor	12900	1822	911	36,040	8	**
Sienar Design Systems Special Forces 1 Reactor	9599–13701	1402	665–736	36,040	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Reactor	9558–13642	1402	665–736	36,040	8	Imp. Tier 4
Slayn & Korpil "Vortex" Mk4 Reactor	13266–18934	1472	699–773	36,040	8	P/R Tier 4
Subpro Dyna-II Reactor	9599–13701	1261	586–675	36,040	8	P/R Tier 4
Taim & Bak Experimental Reactor S2	9599–13701	1402	665–736	36,040	8	P/R Tier 4
Armek Ultra Collider	9999–14301	1100	522–578	51,480	9	P/R Master
Cygnus Advanced	10032–14348	990	470–520	51,480	9	Imp. Master
Incom Advanced Reactor	9938–14362	990	470–520	51,480	9	P/R Master
Incom Overdriven Elite Reactor	9979–14421	935	444–492	51,480	9	**
Kuat Drive Yards "Powermaster" Elite Reactor	9999–14301	1320	561–760	51,480	9	**
Kuat Systems Engineering Supreme Reactor	10084–14216	1100	522–578	51,480	9	I/P/R Master
MandalMotors DX-Advanced Reactor	10057–14383	1100	522–578	51,480	9	P/R Master
MandalMotors Modified Gorax Reactor	10065–14455	1541	731–809	51,480	9	**
Mandalor Motors "Gorax" Reactor	9999–14301	1541	731–809	51,480	9	P/R Master
Republic Sienar Systems Advanced Reactor	9999–14301	1155	543–613	51,480	9	Imp. Master
Sienar Fleet Systems "Special Forces" Reactor	10248–14152	1100	522–578	51,480	9	**
Sienar Fleet Systems Advanced Reactor	9999–14301	1100	522–578	51,480	9	Imp. Master
SoroSuub Turbine Advanced	9999–14301	1100	522–578	51,480	9	P/R Master
Armek Phase Grinder Reactor	9938–14362	1486	705–780	62,040	10	P/R Master
Corellian Modified BT3 Reactor	9999–14301	1651	784–867	62,040	10	P/R Master
Corellian Modified BT5 Reactor	9999–14301	1733	814–919	62,040	10	P/R Master
Incom Elite Reactor	10084–14216	1651	784–867	62,040	10	P/R Master
Mandalor Motors "Gorax" Elite Reactor	9999–14301	2311	1097–1214	62,040	10	P/R Master
Mon Calamari Overdriver Reactor	10032–14348	1486	705–780	62,040	10	P/R Master
Rendili Type X Elite Reactor	9999–14301	1651	784–867	62,040	10	Imp. Master
Sienar Design Systems "Secret Ops" Reactor	10065–14455	2311	1097–1214	62,040	10	**
Sienar Design Systems Elite Reactor	10057–14383	1651	784–867	62,040	10	Imp. Master
Sienar Fleet Systems Elite Reactor	9999–14301	1651	784–867	62,040	10	Imp. Master
Slayn & Korpil "Hypertron 4000" Reactor	9999–14301	1651	767–884	62,040	10	P/R Master
Slayn and Korpil High Output Experimental Reactor	9979–14421	1403	666–737	62,040	10	**

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ENGINES

For P/Y/R, "+" means that the Yaw rate tends to be about 5% greater.

Engine Type	Acceler.	Deceler.	Max Speed	P/Y/R	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Mark I Cruiser-Grade Starship Engines	103–173	100–150	281–559	65–75	165	78–87	1290–1710	1000	1	Priv. Tier 1
Cygnus HD-3 Starfighter Engines	103–173	100–150	295–587	60–73	150	71–79	1290–1710	925	1	Imp. Tier 1
Gallofree JX-2 Drive Engines	106–198	100–150	281–559	65–75	150	71–79	1290–1710	925	1	Reb. Tier 1
Haor Chall Old-Tech Engines	103–173	100–150	281–559	65–75	120	57–63	1032–1368	1000	1	**
Incom Light Fusialthrust Engine	87–147	85–128	239–475	65–75	150	71–79	1290–1710	775	1	Reb. Tier 1
Koensayr Small Ion-Jet Engine	103–173	95–143	281–559	65–75	150	71–79	1290–1710	850	1	Priv. Tier 1
Kuat Systems Engineering A-2X Thrust Engines	103–173	100–150	281–559	65–75	150	71–79	1290–1710	900	1	I/P Tier 1
MandalMotors X-37 Vandal Engine	108–182	105–158	264–618	68–79	158	74–83	1354–1796	950	1	Priv. Tier 1
Mon Calamari Light Drive Engines	101–189	100–150	281–559	65–75	150	71–79	1290–1710	925	1	P/R Tier 1
Novaldex Light J-77 "Event Horizon" Engine	103–173	95–143	295–587	65–75	150	71–79	1290–1710	850	1	P/R Tier 1
Qualdex Small "Kyromaster" Engine	103–173	100–150	281–559	65–75	143	67–75	1225–1625	900	1	P/R Tier 1
Sienar Design Systems Imperial Ion Engines	103–173	100–150	295–629	65–75	150	71–79	1290–1710	1075	1	Imp. Tier 1
Sienar Fleet Systems Imperial Ion Engines	103–173	100–150	273–567	65–75	150	71–79	1290–1710	900	1	Imp. Tier 1
SoroSuub L-337 Ion Engine	98–164	95–143	267–531	61–72 +	143	67–75	1225–1625	850	1	P/R Tier 1
SubPro Light Ion Engines	103–173	100–150	281–559	69–78	150	71–79	1290–1710	900	1	Priv. Tier 1
Corellian Deluxe Mark I Cruiser-grade Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1650	2	Priv. Tier 1
Cygnus HD-5 Engines	129–216	118–179	351–699	81–94	188	89–99	1290–1710	1500	2	Imp. Tier 1
Gallofree JX-3 Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Reb. Tier 1/2
Koensayr Tuned Small Ionjet Engine	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Priv. Tier 1/2
Kuat Systems Eng. Improved A-2X Thrust Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Priv. Tier 1/2
Mon Calamari Enhanced Light Drive Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Novaldex J-77 "Event Horizon" Engine	126–236	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Sienar Design Sys. Limited Ed. Imperial Ion Engines	129–216	125–188	351–699	81–94	178	84–94	1225–1625	1575	2	Imp. Tier 1
Sienar Fleet Sys. Performance Imperial Ion Engines	129–216	118–179	369–734	81–94	188	89–99	1290–1710	1500	2	Imp. Tier 1
SoroSuub Tuned L-337 Ion Engine	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Surronian A2 Grade Engine	129–216	125–188	351–699	81–94	206	97–109	1290–1710	1725	2	Priv. Tier 1/2
Corellian Cruiser-grade Mark II Engine	99–166	95–143	267–532	69–80	345	163–182	1354–1796	2025	3	P/R Tier 2
Cygnus HD7 Engine	116–195	112–168	315–626	69–80	345	163–182	1354–1796	2375	3	Imp. Tier 2/2
Koensayr Dual Small Ion Jet Engines	116–195	112–168	315–626	69–80	276	131–145	1096–1454	2575	3	P/R Tier 2
Kuat Systems Engineering A-5X Engines	116–195	112–168	331–704	69–80	345	163–182	1354–1796	2800	3	Priv. Tier 2
Mon Calamari Standard Engine	116–195	112–168	330–657	64–77	345	163–182	1354–1796	2350	3	P/R Tier 2
Qualdex "Kyromaster" Engine	116–195	112–168	315–626	73–83	345	163–182	1354–1796	2350	3	Priv. Tier 2
Sienar Fleet Systems Imperial-2 Engine	116–195	112–168	315–626	69–80	345	163–182	1354–1796	2350	3	Imp. Tier 2
Sienar Fleet Systems P-s5.6 Twin Ion Engines (TIE)	122–205	117–177	296–692	72–84	362	172–191	1419–1881	2475	3	Imp. Tier 2
SoroSuub U-83R Ion Drive	120–223	112–168	315–626	69–80	345	163–182	1354–1796	2350	3	P/R Tier 2
Surronian A2.50 Grade Engine	111–186	106–160	299–595	65–76 +	328	155–173	1290–1710	2250	3	P/R Tier 2
Cygnus HD7 Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	2375	4	Imp. Tier 2/2
Damorian RX7 Ion Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4325	4	Priv. Tier 2
Incom E-16/x Ion Engine	146–244	133–200	413–822	86–100	431	204–227	1354–1796	3925	4	Reb. Tier 2
INCOM Fusial Thrust Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Reb. Tier 2
Koensayr Enhanced Dual Small Ionjet Engines	146–244	133–200	393–783	86–100	431	204–227	1354–1796	3925	4	P/R Tier 2
KonGar KGDefender Ion Engine	146–244	140–210	393–783	86–100	410	194–216	1290–1710	4125	4	Priv. Tier 2
MandalMotors X-57 "Vandal" Engine	143–267	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Priv. Tier 2
Mon Calamari Charged Standard Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	P/R Tier 2
Republic Fleet Systems Imperial Skyrunner Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Imp. Tier 2
Sienar Fleet Systems Tuned Imperial-2 Engine	146–244	140–210	393–783	86–100	474	225–250	1354–1796	4525	4	Imp. Tier 2
Incom Heavy Fusialthrust	132–221	125–189	370–789	73–85	635	301–334	1419–1881	7325	5	P/R Tier 3
Kuat Systems Engineering A-7X Engines	132–221	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	I/P/R Tier 3
MandalMotors Heavy Engine	132–221	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	P/R Tier 3
Mon Calamari Heavy Ion Engines	132–221	125–189	352–701	73–85	508	241–267	1161–1539	6750	5	P/R Tier 3
Novaldex "Singularity" Engine	132–221	125–189	352–701	77–88	635	301–334	1419–1881	6175	5	P/R Tier 3
Nubian 221 Engine	138–232	131–198	331–775	76–89	667	316–350	1483–1967	6475	5	P/R Tier 3
Qualdex Kyromaster A-10	125–210	119–179	335–666	69–80 +	603	286–317	1354–1796	5900	5	P/R Tier 3
Rendili Demon Mark I Engines	135–252	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Ion Engines	112–188	106–160	300–596	73–85	635	301–334	1419–1881	5350	5	Imp. Tier 3
Sienar Fleet Systems Imperial-3 Engine	132–221	125–189	370–736	67–82	635	301–334	1419–1881	6175	5	Imp. Tier 3
Cygnus "Megadrive" Starship Engine	308	274	922	98	1111	555	2100	13,800	6	**

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Engine Type	Acceler.	Deceler.	Max Speed	P/Y/R	HP	Armor HP	Energy	Mass	Cert.	Loot
Cygnus Hd8	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	Imp. Tier 3
Incom Advanced Fusialthrust	165–276	148–224	463–920	91–106	794	376–417	1419–1881	10,300	6	P/R Tier 3
Incom Military-Grade Starfighter Engine	308	274	922	98	1111	555	2100	13,800	6	**
Koensayr R200 Ion Jet Engine	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Kuat Systems Engineering A-8X Engines	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	Imp. Tier 3
MandalMotors "Inferno" Starfighter Engine	308	274	922	98	1111	555	2100	13,800	6	**
MandalMotors Enhanced Heavy Engines	165–276	156–236	441–876	91–106	873	414–459	1419–1881	11,800	6	P/R Tier 3
Mon Calamari Improved Heavy Drive Engines	161–301	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Novaldex X6 Engine	165–276	156–236	441–876	91–106	794	376–417	1419–1881	11,300	6	P/R Tier 3
Qualdex A13	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Republic Sienar Systems Imperial Skyrunner 2 Engine	165–276	148–224	441–876	91–106	794	376–417	1419–1881	10,300	6	Imp. Tier 3
Sienar Fleet Systems Modified Imperial-3 Engine	165–276	156–236	441–876	91–106	754	358–396	1354–1796	10,800	6	Imp. Tier 3
Freitek Dual Jet	153–285	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Incom Fusialthrust 2	156–262	147–222	371–868	81–94	981	466–516	1548–2052	17,000	7	P/R Tier 4
Kuat Engineering Systems F-31 Drive Engine	149–249	140–211	395–785	82–93	934	443–491	1483–1967	16,100	7	I/P/R Tier 4
KuatDriveSystems A-9X Thrust Engines	141–237	133–201	375–746	73–85 +	888	421–467	1419–1881	15,500	7	I/P/R Tier 4
MandalMotors "Firestorm" Engine	149–249	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Mon Calamari LFS-32 Drive Engine	149–249	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Novaldex X7 Engine	149–249	140–211	395–785	77–90	748	355–393	1225–1625	17,600	7	P/R Tier 4
Qualdex B10	149–249	140–211	415–883	77–90	934	443–491	1483–1967	19,000	7	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 3 Engines	126–212	119–180	336–668	77–90	934	443–491	1483–1967	14,000	7	Imp. Tier 4
Sienar Fleet Systems Imperial-4 Engine	149–249	140–211	415–825	72–87	934	443–491	1483–1967	16,100	7	Imp. Tier 4
Cygnus Hdx	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	Imp. Tier 4
Haor Chall Military Grade Engine	348	307	1033	104	1635	818	2100	34,400	8	**
Incom Improved Fusialthrust 2	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Koensayr Heavy Ionjet	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Kuat Engineering Systems TC-40 Engines	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	29,500	8	I/P/R Tier 4
MandalMotors "Firestorm 2" Engine	186–312	175–264	494–982	96–112	1285	610–675	1483–1967	30,700	8	P/R Tier 4
Mon Calamari LFS-64 Drive Engine	182–340	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Novaldex X9 Engine	186–312	166–251	518–1031	96–112	1168	554–614	1483–1967	27,000	8	P/R Tier 4
Qualdex IGT Engines	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 4 Engines	186–312	166–251	494–982	96–112	1168	554–614	1483–1967	27,000	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Engine	186–312	175–264	494–982	96–112	1110	527–583	1419–1881	28,300	8	Imp. Tier 4
Gallofree Advanced	173–322	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	P/R Master
Incom Advanced	168–282	157–237	465–989	82–95	1100	522–578	1548–2052	49,100	9	P/R Master
Incom T-11 Elite Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	**
Koensayr Advanced	168–282	157–237	442–879	82–95	880	418–463	1290–1710	45,700	9	P/R Master
Kuat Systems Engineering Advanced Engines	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	I/P/R Master
MandalMotors Advanced Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	P/R Master
Novaldex "GRB-1138" Elite Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	43,900	9	**
Novaldex Advanced Engine	160–268	149–225	420–836	78–90 +	1045	496–549	1483–1967	40,400	9	P/R Master
Qualdex Advanced	177–296	165–248	416–972	86–100	1155	548–607	1612–2138	43,900	9	P/R Master
Rendili "Hyperion" Drive Engines	168–282	149–225	464–923	82–95	1100	522–578	1548–2052	40,400	9	**
Republic Sienar Systems Advanced Ion Engines	143–240	133–201	376–748	82–95	1100	522–578	1548–2052	37,000	9	Imp. Master
Sienar Fleet Systems "Special Forces" Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	**
Sienar Fleet Systems Advanced Ion Drive	168–282	157–237	464–923	76–92	1100	522–578	1548–2052	42,100	9	Imp. Master
Ubrikkian N2 Drive Engines	168–282	157–237	442–879	87–99	1100	522–578	1548–2052	42,100	9	I/P/R Master
Incom Elite	210–352	196–296	553–1099	102–119	1513	718–795	1548–2052	55,000	10	P/R Master
Koensayr Elite	206–384	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	I/P/R Master
Kuat Systems Engineering Elite Engines	221–370	206–310	520–1215	107–125	1444	686–759	1612–2138	52,900	10	I/P/R Master
MandalMotors Elite Engine	210–352	196–296	553–1099	102–119	1100	522–578	1290–1710	55,000	10	P/R Master
Novaldex "Blackhole" Elite Engine	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	52,900	10	**
Novaldex X-12 "Experimental"	210–352	196–296	553–1099	102–119	1307	620–687	1483–1967	50,800	10	P/R Master
Nubian 221 - Racing Mod	210–352	186–281	553–1099	102–119	1375	653–723	1548–2052	48,700	10	P/R Master
Qualdex Elite	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	P/R Master
Rendili Elite Engine	200–334	186–281	525–1044	97–113 +	1307	620–687	1483–1967	48,700	10	Imp. Master
Republic Sienar Systems Elite Ion Engines	210–352	196–296	553–1099	109–123	1375	653–723	1548–2052	50,800	10	Imp. Master
Sienar Design Systems "Special Forces" Engine	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	**
Sienar Fleet Systems Elite Ion Engines	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	Imp. Master

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BOOSTERS

Abbreviations: B. (Booster) / Bs. (Boosters) / T.E. (Thrust Enhancers) / SS (Starship).

Booster Type	Charge	Recharge	Burn Rate	Acceler. +	Speed +	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Engineering Corp. TJH-3 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Gallofree Light Ss Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Incom Intimidator Mark I B.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Incom NKJ-31 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Koensayr EVH-12 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Kuat Drive Yards Mark I Military Grade Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	I/P Tier 1
Kuat Systems Engineering CB-6 Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	I/P Tier 1
MandalMotors JBJ Mark I SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Mon Calamari JLC-37 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	P/R Tier 1
Sienar Fleet Systems Imperial-1 Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Imp. Tier 1
Slayn and Korpil Mark I Ion-B.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
SoroSuub Mark I Liberator Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
SubPro Mark I "Accelatron" Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	P/R Tier 1
Corellian Eng. Corp. Exp. TJH-3 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Cygnus "Flash-B. 3" SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Imp. Tier 1/2
FreiTek Inc. Outrunner X1 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Reb. Tier 1
Incom Performance NKJ-31 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Reb. Tier 1
Koensayr Special Edition EVH-12 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Kuat Systems Eng. Performance CB-6 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
MandalMotors Enhanced JBJ Mark I SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Mon Calamari Limited Ed. JLC-37 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	P/R Tier 1/2
Qualdex "X-Boost" Mark I Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	P/R Tier 1/2
Sienar Advanced Projects Imperial-1 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Imp. Tier 1/2
SoroSuub Prized Mark I Liberator Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1
SubPro Tuned Mark I "Accelatron" Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Surronian "Nomad X-4" Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Corellian Engineering Corp. Standard T.E.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
Cygnus "Flashboost 4" Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
Incom "Mynock" SS Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Reb. Tier 2
Incom Intimidator Mark II Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Reb. Tier 1/2
Koensayr Standard B.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Kuat Systems Engineering BTI-1 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
MandalMotors JBJ Mark II SS Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
Mon Calamari Standard Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Sienar Advanced Projects Imperial-2 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
Sienar Fleet Systems Imperial-2 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
SoroSuub Mark II Liberator Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
SubPro Mark II "Accelatron" Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Corellian Eng. Corp. Promo. Ed. Stand. T.E.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Incom Enhanced "Mynock" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Reb. Tier 2
Koensayr Improved Standard B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Kuat Drive Yard BR-12 B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	I/P Tier 2
Kuat Drive Yards Mark II Military Grade Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
Kuat Systems Eng. Performance BTI-1 Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
MandalMotors "M Series" B.	1980	50	198	363	250	673	336	450	3150	4	**
MandalMotors Modified JBJ Mark II Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Mon Calamari Deluxe Standard Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Novaldex "Hypernova" SS B.	1980	50	198	363	250	673	336	450	3150	4	**
Qualdex "X-Boost" Mark II Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Republic Sienar Systems Ion B.	1980	50	198	363	250	673	336	450	3150	4	**
Republic Sienar Systems Special B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
Sienar Design Sys. Enhanced Imperial-2 Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
SoroSuub Improved Mark II "Liberator"	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
SubPro Enhanced Mark II "Accelatron" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Surronian "Nomad X-8" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Corellian Engineering Corp. Heavy T.E.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Incom "Vynock" Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Incom Intimidator Mark III Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Koensayr "Racer" Mark I B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Koensayr Heavy B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Kuat Systems Engineering BTI-2 Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
MandalMotors JBJ Mark III SS Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Mon Calamari Heavy B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3

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Booster Type	Charge	Recharge	Burn Rate	Acceler. +	Speed +	HP	Armor HP	Energy	Mass	Cert.	Loot
Novaldex "Pulsar" B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Qualdex "X-Boost" Mark III Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
SoroSuub Mark III Liberator Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
SubPro Mark III "Accelatron" Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Corellian Eng. Corp. Tuned Heavy T.E.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Incom Supercharged "Vynock" Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Koensayr Modified Heavy B.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Kuat Systems Eng. Enhanced BTI-2 Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
MandalMotors Improved Jbj Mk3	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Mon Calamari Charged Heavy B.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
SoroSuub Superch. Mark III Liberator Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
SubPro Deluxe Mark III "Accelatron" Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Surronian Accelerator Mark I	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Corellian Engineering Corp. Advanced T.E.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Incom "Fynock" Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Incom Intimidator Mark IV Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Koensayr "Racer" Mark II B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Koensayr Advanced B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Kuat Systems Engineering BTI-3 Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
MandalMotors JBJ Mark IV SS Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Mon Calamari Advanced B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Novaldex "Quasar" B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Qualdex "X-Boost" Mark IV Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
SoroSuub Mark IV Liberator Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
SubPro Mark IV "Accelatron" Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4/M
Corellian Eng. Corp. Performance Adv. T.E.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Incom Deluxe "Fynock" Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Koensayr Charged Advanced B.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Kuat Drive Yards Mark III Military Grade Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Kuat Systems Eng. Deluxe BTI-3 Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
MandalMotors "Q Series" B.	2396	60	240	439	308	1682	841	600	26,200	8	**
MandalMotors Deluxe JBJ Mark I SS Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Mon Calamari Rare Advanced B.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Qualdex "Halcyon" Starfighter B.	2396	60	240	439	308	1682	841	600	26,200	8	**
Sorosuub Enhanced Liberator Mk4	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
SubPro Modified Mark IV "Accelatron"	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Surronian Accelerator Mark II	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Corellian Engineering Corp. Elite T.E.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Cygnus "Hyperthruster" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
Incom "Quicksilver" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
Incom SLS-1 Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Koensayr "Racer" Mark III B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Koensayr Elite B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Kuat Systems Engineering ALS-1 B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
MandalMotors "M1 Lightning" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
MandalMotors JBJ Mark V SS Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Mon Calamari Elite B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Novaldex "Pulsar" Advanced B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Sienar Fleet Systems "Ultra-Thrust" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
SoroSuub Mark V Liberator Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
SubPro Mark IV "Accelatron" Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Tier 4/M
Corellian Eng. Corp. Highly Mod. Elite T.E.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Incom "Windrunner" Elite B.	2196	55	220	439	342	1651	825	600	45,100	10	**
Incom Elite SLS-1 Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Koensayr "Racer" Mark IV B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Koensayr Deluxe Elite B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Kuat Drive Yards Mark IV Military Grade Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Kuat Systems Engineering Elite ALS-1	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
MandalMotors Lim. Ed. JBJ Mark V SS Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Mon Calamari Enhanced Elite B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Novaldex "Quasar" Advanced B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Sienar Design Sys. "B7 Exp." Elite B.	2196	55	220	439	342	1651	825	600	45,100	10	**
SoroSuub Well Tuned Mark V Liberator Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Subpro Elite Mark V "Accelatron" Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master

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DROID INTERFACES

	Com. Speed	HP	Armor HP	Energy	Mass	Cert.	Loot
Armek Military Grade Droid Interface Mark I	14–16	150	71–79	475–525	500	1	P/R Tier 1
Incom Droid Interface Mark I	14–16	150	71–79	475–525	500	1	Reb. Tier 1
Koensayr Simple Droid Interface	14–16	150	71–79	475–525	500	1	Priv. Tier 1
Kuat Systems Engineering Mark I Droid Manager	14–16	150	71–79	475–525	500	1	I/P Tier 1/2
MandalMotors Military Grade Droid Interface Mark I	14–16	150	71–79	475–525	500	1	Priv. Tier 1
Mon Calamari DK-1 Droid Interface	14–16	150	71–79	475–525	500	1	P/R Tier 1
Novaldex Droid Interface Mark I	14–16	150	71–79	475–525	500	1	P/R Tier 1/2
Republic Sienar Systems Mark I Imperial Droid Interface	14–16	150	71–79	475–525	500	1	Imp. Tier 1/2
Sienar Fleet Systems Mark I Imperial Droid Interface	14–16	150	71–79	475–525	500	1	Imp. Tier 1/2
Cygnus DI-6 Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Incom Deluxe Mark I Droid Interface	21–24	225	106–119	475–525	875	2	Reb. Tier 1
Koensayr Standard Droid Interface	21–24	225	106–119	475–525	875	2	Priv. Tier 1/2
Kuat Drive Yards Mark I "Governor" Droid Interface	21–24	225	106–119	475–525	875	2	I/P Tier 1
Kuat Systems Engineering Improved Mark I Droid Manager	21–24	225	106–119	475–525	875	2	I/P Tier 1/2
Mon Calamari Special Edition DK-1 Droid Interface	21–24	225	106–119	475–525	875	2	P/R Tier 1/2
Novaldex Special Droid Interface Mark I	21–24	225	106–119	475–525	875	2	P/R Tier 1/2
Qualdex Droid Interface Mark I	21–24	225	106–119	475–525	875	2	Priv. Tier 1/2
Republic Sienar Systems Enhanced Mark I Imperial Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Sienar Fleet Systems Enhanced Mark I Imperial Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Sienar Systems Droid Interface Mark I	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Armek Military Grade Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
FreiTek Inc. Droid Commander Mark I	17–19	345	163–182	475–525	1250	3	Reb. Tier 2
Haor Chall Old-Tech Droid Interface	17–19	345	163–182	475–525	1250	3	Priv. Tier 2
Incom Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	Reb. Tier 2
Kuat Systems Engineering Mark II Droid Manager	17–19	345	163–182	475–525	1250	3	I/P Tier 2
MandalMotors Military Grade Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
Novaldex Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
Republic Sienar Systems Imperial-2 Droid Interface	17–19	345	163–182	475–525	1250	3	Imp. Tier 2
Sienar Design Systems "Imperial 1" Droid Interface	17–19	345	163–182	475–525	1250	3	Imp. Tier 2
SoroSuub RAD-MK1 Droid Interface	17–19	345	163–182	475–525	1250	3	P/R Tier 2
SubPro JRD-33 Droid Interface	17–19	345	163–182	475–525	1250	3	P/R Tier 2
FreiTek Inc. Modified Droid Commander Mark I	25–29	518	245–272	475–525	2200	4	Reb. Tier 2
Haor Chall Vintage-Tech Interface	25–29	518	245–272	475–525	2200	4	Priv. Tier 2
Incom Fast Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	Reb. Tier 2
Kuat Systems Engineering Custom Manager Class Mark II Capacitor	25–29	518	245–272	475–525	2200	4	I/P Tier 2
Mon Calamari "D-22" Starship Booster	32	621	311	600	2625	4	**
Qualdex Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	P/R Tier 2
Republic Sienar Systems Deluxe Imperial-2 Interface	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
Sienar Design Systems Special "Imperial 1" Interface	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
Sienar Systems Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
SoroSuub "W-19" Droid Interface	32	621	311	600	2625	4	**
SoroSuub Enhanced RAD-MK1 Droid Interface	25–29	518	245–272	475–525	2200	4	P/R Tier 2
SubPro Improved JRD-33 Droid Interface	25–29	518	245–272	475–525	2200	4	P/R Tier 2
Gallofree Level 1 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Hoersch-Kessel Mark I Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Kuat Drive Yards "Governor" Droid Interface Mark II	20–23	635	301–334	475–525	3125	5	I/P/R Tier 3
Mon Calamari DK-2 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Novaldex Droid Interface Mark III	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Rendili "Imperator 1" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
Sienar Fleet Systems "Imperial 2" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
SoroSuub RAD-MK2 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Cygnus DI-8 Droid Interface	30–35	952	452–500	475–525	5450	6	Imp. Tier 3
FreiTek Inc. Droid Commander Mark II	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Hoersch-Kessel Mark II Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3

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Droid Interface Type	Com. Speed	HP	Armor HP	Energy	Mass	Cert.	Loot
Incom Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Kuat Systems Engineering Mark III Droid Manager	30–35	952	452–500	475–525	5450	6	I/P/R Tier 3
Mon Calamari Custom DK-2 Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Qualdex Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Sienar Design Systems Enhanced "Imperial 2" Droid Interface	30–35	952	452–500	475–525	5450	6	Imp. Tier 3
Sienar Fleet Systems Military Grade Droid Interface	39	1143	571	600	6550	6	**
Sienar Systems Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	Imp. Tier 3
SoroSuub Modified RAD-MK2 Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Hoersch-Kessel Mark III Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Incom Droid Interface Mark IV	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Kuat Systems Engineering Enhanced Manager Mark III	24–28	934	443–491	475–525	7800	7	I/P/R Tier 4
Mon Calamari DK-3 Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Novaldex Droid Interface Mark IV	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Qualdex Modified Droid Interface Mark III	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Rendili "Imperator 2" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
Sienar Design Systems "Imperial 3" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
Sienar Fleet Systems "Imperial 3" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
SoroSuub RAD-MK3 Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
FreiTek Inc. Droid Commander Mark III	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Hoersch-Kessel Mark IV Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Incom Enhanced Droid Interface Mk4	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Kuat Systems Engineering Advanced Manager Droid Interface	36–41	1402	665–736	475–525	13,650	8	I/P/R Tier 4
Mon Calamari DK-4 Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Novaldex Custom Droid Interface Mark 4	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Novaldex Low-Latency Droid Interface	47	1682	841	600	16,400	8	**
Qualdex Droid Interface Mark IV	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Sienar Design Systems "Imperial 4" Droid Interface	36–41	1402	665–736	475–525	13,650	8	Imp. Tier 4
Sienar Systems Droid Interface Mark IV	36–41	1402	665–736	475–525	13,650	8	Imp. Tier 4
SoroSuub Echelon 1 Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Cygnus "DP-44" Elite Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Hoersch-Kessel Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Incom "DX-61" Elite Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Incom Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Kuat Systems Engineering "Elite Manager 1" Droid Interface	29–33	1100	522–578	475–525	19,500	9	I/P/R Master
Mon Calamari Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Novaldex Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Qualdex Enhanced Droid Interface Mark 5	29–33	1100	522–578	475–525	19,500	9	P/R Master
Qualdex Integrated Droid Interface Array	29–33	1100	522–578	475–525	19,500	9	**
Rendili Elite "Imperator" Droid Interface	29–33	1100	522–578	475–525	19,500	9	Imp. Master
Sienar Design Systems "Imperial 5" Droid Interface	29–33	1100	522–578	475–525	19,500	9	Imp. Master
Sienar Fleet Systems "Imperial Finest" Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Sienar Fleet Systems Droid Interface Mark V	29–33	1100	522–578	475–525	19,500	9	Imp. Master
SoroSuub Echelon 2 Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
FreiTek Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Hoersch-Kessel Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Incom "Supreme" Droid Interface	44–49	1651	784–867	475–525	23,500	10	**
Incom Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Kuat Systems Engineering "Elite Manager 2" Droid Interface	44–49	1651	784–867	475–525	23,500	10	I/P/R Master
Mon Calamari Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Novaldex Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Qualdex Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Sienar Design Systems Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	Imp. Master
Sienar Design Systems Unknown Prototype Droid Interface	44–49	1651	784–867	475–525	23,500	10	**
Sienar Fleet Systems Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	Imp. Master
SoroSuub Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master

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ARMOR

	Hit Points	Mass	Cert.	Loot List
Corellian Engineering Corporation Cheap Durasteel Plating	89–200	900	1	Priv. Tier 1/2
Gallofree Mark I Starfighter Armor	102–228	900	1	Reb. Tier 1
Incom Light Starship Plating	102–228	900	1	Reb. Tier 1
Incom Ultralight Armor Plating	160	600	1	**
Koensayr B5 Durasteel Armor	102–235	900	1	Priv. Tier 1/2
Koensayr B9 Durasteel Armor	102–228	900	1	P/R Tier 1/2
MandalMotors J5 Composite Armor	102–228	900	1	Priv. Tier 1/2
Mon Calamari Light Durasteel Weave	77–173	700	1	P/R Tier 1/2
Republic Sienar Systems Light Plastisteel Armor	115–215	900	1	Imp. Tier 1/2
Sienar Coated Plastisteel Armor	103–231	900	1	Imp. Tier 1/2
Sienar Enhanced Plastisteel Armor	102–228	900	1	Imp. Tier 1/2
Sienar Fleet Systems Light Durasteel Armor	131–198	900	1	Imp. Tier 1/2
SubPro Bargain Plastisteel Armor	74–175	900	1	Priv. Tier 1/2
Baktoid G2 Spider Shell Armor	128–294	1500	2	Priv. Tier 1/2
Baktoid MTT Prototype Armor	127–285	1500	2	P/R Tier 1/2
Baktoid Shock Armor	127–285	1500	2	Priv. Tier 1/2
Corellian Engineering Corporation Light Durasteel	127–285	1500	2	Priv. Tier 1/2
Cygnus Light Armor Weave	127–285	1500	2	Imp. Tier 1/2
FreiTek Inc. Deluxe Light Durasteel	112–250	1400	2	Reb. Tier 1
Koensayr Reinforced B5 Durasteel Armor	127–285	1500	2	Priv. Tier 1/2
Kuat Systems Engineering Intermediate Durasteel Plating	164–248	1500	2	Priv. Tier 1/2
Kuat Systems Engineering Modified Light Durasteel	144–268	1500	2	I/P Tier 1/2
MandalMotors Modified J5 Composite Armor	96–216	1500	2	Priv. Tier 1/2
Mon Calamari Improved Light Durasteel Weave	127–285	1200	2	P/R Tier 1/2
Rendili Tough Starship Plating	129–288	1500	2	Imp. Tier 1/2
Slayn and Korpil Light Tech Weave	127–285	1500	2	Reb. Tier 1
SoroSuub Improved Light Plastisteel Armor	127–285	1500	2	P/R Tier 1/2
Corellian Engineering Corp. Reinforced Light Durasteel	177–397	1800	3	P/R Tier 2
Cygnus Standard Durasteel Weave	235–524	2200	3	Imp. Tier 2
Freitek ES-4 Durasteel Armor	237–530	2200	3	Reb. Tier 2
Freitek EW6 Prototype Armor	235–524	2200	3	Reb. Tier 2
Gallofree Mark II Starfighter Armor	265–493	2200	3	Reb. Tier 2
Incom Standard Plating	303–455	2200	3	Reb. Tier 2
Koensayr Promotional Edition B9 Durasteel	235–524	2200	3	P/R Tier 2
Koensayr Standard Durasteel Plating	235–524	2200	3	P/R Tier 2
Kuat Systems Engineering Standard Durasteel	235–524	2200	3	I/P Tier 2
MandalMotors J-14 Composite Armor	206–460	2000	3	Priv. Tier 2
MandalMotors J7 Composite Armor	235–524	2200	3	Priv. Tier 2
Sienar Fleet Systems Standard Durasteel	235–524	2200	3	Imp. Tier 2
SoroSuub Intermediate Plastisteel	236–540	2200	3	Priv. Tier 2
SubPro Improved Light Plastisteel	235–524	2300	3	P/R Tier 2
Alderaan Royal Plate Armor	297–662	3900	4	P/R Tier 2
Alderaan Royal Weave Armor	258–575	3500	4	P/R Tier 2
Corellian Engineering Corp. Standard Durasteel Plating	293–654	3800	4	P/R Tier 2
FreiTek Inc. Standard Armor	331–616	3900	4	Reb. Tier 2
Incom Modified Standard Plate	379–569	3900	4	Reb. Tier 2
Koensayr Enhanced Standard Durasteel	293–654	3900	4	P/R Tier 2
Koensayr Heavy Durasteel Armor	222–496	3100	4	P/R Tier 2
Kuat Systems Engineering Heavy Durasteel	293–654	3900	4	I/P Tier 2
MandalMotors Double Plated J7 Composite Armor	293–654	3800	4	Priv. Tier 2
MandalMotors I5 Insulated Armor	293–654	3900	4	Priv. Tier 2
Sienar Design Systems Tri-Plate Armor System	293–654	3900	4	Imp. Tier 2
Sienar Fleet Systems Enhanced Standard Durasteel	293–654	3800	4	Imp. Tier 2
Sienar Fleet Systems Light Military Grade Durasteel	460	2000	4	**
SoroSuub Special Edition Intermediate Durasteel	296–675	3900	4	P/R Tier 2
SubPro Standard Plastisteel Armor	293–654	3900	4	P/R Tier 2
Customized Trilon Armor	379–846	5500	5	I/P/R Tier 3
Koensayr Enhanced Heavy Durasteel	432–963	5500	5	I/P/R Tier 3
Koensayr Light Advanced Durasteel	327–729	5000	5	I/P/R Tier 3
Kuat Systems Engineering Modified Heavy Durasteel	432–963	5500	5	I/P/R Tier 3
MandalMotors Custom Heavy Composite	432–963	5500	5	I/P/R Tier 3
MandalMotors Heavy Composite	435–993	5500	5	I/P/R Tier 3

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Armor Type	Hit Points	Mass	Cert.	Loot List
SoroSuub Heavy Plastisteel	432–963	5500	5	I/P/R Tier 3
SubPro Improved Standard Durasteel	557–837	5500	5	I/P/R Tier 3
SubPro Light Plastisteel Armor	432–963	5000	5	I/P/R Tier 3
Unknown Trilon Armor	437–975	5500	5	I/P/R Tier 3
Corellian Engineering Corp. Triplate Armor	1270	9200	6	**
Corellian Heavy Durasteel	540–1204	9600	6	I/P/R Tier 3
Corellian Special Standard Durasteel	544–1242	9600	6	I/P/R Tier 3
Koensayr Advanced Durasteel	540–1204	9400	6	I/P/R Tier 3
Koensayr Limited Heavy Durasteel	540–1204	9600	6	I/P/R Tier 3
Kuat Systems Engineering Advanced Durasteel	547–1218	9800	6	I/P/R Tier 3
Kuat Systems Engineering Handcrafted Durasteel Plating	1270	9200	6	**
Kuat Systems Engineering Limited Heavy Durasteel	474–1058	7700	6	I/P/R Tier 3
MandalMotors Double Insulated I5	540–1204	9600	6	I/P/R Tier 3
MandalMotors Enhanced Heavy Composite	540–1204	9400	6	I/P/R Tier 3
SubPro Corrugated Durasteel Armor	540–1204	9500	6	I/P/R Tier 3
SubPro Reinforced Plastisteel Armor	610–1134	9600	6	I/P/R Tier 3
Corellian Advanced Durasteel	559–1245	13,800	7	I/P/R Tier 4
Corellian Modified Heavy Durasteel	644–1434	13,500	7	I/P/R Tier 4
Koensayr Supreme Durasteel	636–1417	13,600	7	I/P/R Tier 4
Koensayr Thick Advanced Durasteel	636–1417	13,800	7	I/P/R Tier 4
Kuat Systems Engineering Customized Advanced Durasteel	636–1417	13,800	7	I/P/R Tier 4
Kuat Systems Engineering Supreme Durasteel	641–1462	13,800	7	I/P/R Tier 4
MandalMotors Advanced Composite Armor	482–1073	13,800	7	I/P/R Tier 4
MandalMotors Insulated I7	821–1232	13,800	7	I/P/R Tier 4
SubPro Heavy Plastisteel	718–1335	12,400	7	I/P/R Tier 4
SubPro Limited Heavy Plastisteel	636–1417	13,800	7	I/P/R Tier 4
Corellian Improved Advanced Durasteel	898–1669	24,600	8	I/P/R Tier 4
Corellian Supreme Durasteel	795–1771	19,200	8	I/P/R Tier 4
Koensayr Limited Supreme Durasteel	602–1342	23,600	8	I/P/R Tier 4
Koensayr Special Supreme Durasteel	1026–1540	24,100	8	I/P/R Tier 4
Kuat Systems Engineering Elite Durasteel	795–1771	24,100	8	I/P/R Tier 4
Kuat Systems Engineering Modified Supreme Durasteel	795–1771	24,100	8	I/P/R Tier 4
MandalMotors Double Insulated I7	795–1771	24,100	8	I/P/R Tier 4
MandalMotors Reinforced Advanced Composite	795–1771	21,600	8	I/P/R Tier 4
Republic Sienar Systems Special Durasteel	1869	24,800	8	**
SubPro Advanced Plasisteel	795–1771	24,100	8	I/P/R Tier 4
SubPro Experimental Advanced Plastisteel	795–1771	23,900	8	I/P/R Tier 4
Corellian Elite Durasteel	567–1264	27,400	9	I/P/R Master
Corellian Reinforced Supreme Durasteel	749–1669	35,100	9	I/P/R Master
Koensayr Elite Plastisteel	749–1669	33,700	9	I/P/R Master
Koensayr Improved Elite Plastisteel	749–1669	34,400	9	I/P/R Master
MandalMotors Corrugated Plastisteel	749–1669	42,100	9	**
MandalMotors Modified Supreme Composite	749–1669	34,400	9	I/P/R Master
MandalMotors Supreme Composite	658–1466	34,400	9	I/P/R Master
Rendili Crystalline Durasteel Plating	749–1669	42,100	9	**
Sienar Fleet Systems "Imperial Finest" Durasteel	749–1669	38,600	9	**
SoroSuub "Spider-Shell" Armor Plating	749–1669	38,600	9	**
SoroSuub Advanced Plastisteel	967–1451	34,400	9	I/P/R Master
SoroSuub Enhanced Advanced Plastisteel	846–1572	34,400	9	I/P/R Master
SubPro Enhanced Supreme Plastisteel	749–1669	34,000	9	I/P/R Master
Subpro Supreme Plastisteel	755–1722	34,400	9	I/P/R Master
Corellian Enhanced Elite Plastisteel	948–2111	40,650	10	I/P/R Master
MandalMotors Elite Composite	709–1580	41,500	10	I/P/R Master
MandalMotors Enhanced Elite Composite	1208–1814	41,100	10	I/P/R Master
Mon Calamari Advanced Weave	944–2152	33,000	10	I/P/R Master
Mon Calamari Elite Weave	823–1833	41,500	10	I/P/R Master
Mon Calamari Supreme Weave	936–2086	42,300	10	I/P/R Master
Sienar Design Systems "Impervious" Imperial Durasteel	1078–2003	46,500	10	**
Slayn and Korpil Flexsteel Multi-Layer Armor	936–2086	46,500	10	**
SoroSuub Elite Plastisteel	936–2086	41,500	10	I/P/R Master
Sorosuub Modified Elite Plastisteel	936–2086	41,100	10	I/P/R Master
SubPro Elite Plastisteel	1057–1965	41,500	10	I/P/R Master
SubPro Special Elite Plastisteel	936–2086	41,100	10	I/P/R Master

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SHIELDS

	Shield HP (F/R)	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
(Unknown) Advanced Dual Deflector System	131–269	1–2	150	71–79	1789–3323	1100	1	P/R Tier 1
(Unknown) Dual Deflector System	131–269	1–2	150	71–79	1789–3323	1100	1	P/R Tier 1
Armek Plasma Shell Deflector Shields	131–269	1–3	150	71–79	1787–3713	1100	1	Priv. Tier 1
Cygnus Mark I Shields	131–269	1–2	150	71–79	1789–3323	1100	1	Imp. Tier 1
Incom Deflector Screen Mark 5	131–269	1–2	150	72–78	1789–3323	1300	1	Reb. Tier 1
Incom Deflector Screen Mark 9	131–269	1–2	150	72–78	1789–3323	1400	1	Reb. Tier 1
Incom Deflector Screen Mark 2	131–269	1–2	150	72–78	1789–3323	1200	1	Reb. Tier 1
Koensayr M1 Deflector Shield	136–264	1–2	150	72–78	2044–3068	1100	1	Priv. Tier 1
Kuat Systems Engineering Mark I Military Shield Generator	180–270	1–2	150	71–79	1789–3323	1100	1	I/P Tier 1
MandalMotors "Protector Class" Shields Mk1	115–235	1–2	195	90–105	1789–3323	1300	1	Priv. Tier 1
Mon Calamari "Ion-Web A" Deflector Shields	142–283	1–2	165	78–87	1789–3323	1400	1	P/R Tier 1
Sienar Systems GX Elite Deflector	130–270	1–2	135	64–71	1837–3413	1200	1	Imp. Tier 1
Sienar Systems GX3 Deflector	130–270	1–2	150	71–79	1789–3323	1200	1	Imp. Tier 1
Sienar Systems GX7 Deflector	130–270	1–2	143	67–75	1789–3323	1200	1	Imp. Tier 1
(Unknown) Proton Projector Shield	170–330	1–3	188	90–98	2044–3068	1900	2	Priv. Tier 1
Armek Plasma Shell Deflector Shields (S2 Elite)	163–337	1–3	188	89–99	1789–3323	1900	2	Priv. Tier 1
Cygnus Special Mark I Shields	164–336	1–3	188	90–97	1789–3323	2500	2	Imp. Tier 1
Incom Rayshield R4	162–338	1–3	188	89–99	1789–3323	2100	2	Reb. Tier 1
Incom Rayshield R7	162–338	1–3	178	84–94	1789–3323	2000	2	Reb. Tier 1
Koensayr Improved Deflector Shield M1	164–336	1–3	188	89–99	1789–3323	1900	2	P/R Tier 1
Kuat Systems Eng. Enhanced Mark I Military Shield Generator	164–336	1–3	188	89–99	2044–3068	1900	2	I/P Tier 1
MandalMotors Double "Protector Class" Shields Mk1	164–336	1–3	188	90–97	1789–3323	2100	2	P/R Tier 1
Mon Calamari Deluxe "Ion-Web A" Deflector Shields	164–336	1–3	188	90–97	1789–3323	2300	2	P/R Tier 1
Sienar Proton Screen (Abandoned Prototype)	162–338	1–3	169	80–89	1837–3413	2100	2	Imp. Tier 1
Sienar Systems Proton Screen (Marketing Prototype)	164–336	1–3	188	89–99	1789–3323	1900	2	Imp. Tier 1
Holosteel X1 Shielding System	299–621	2–5	328	155–173	1876–3486	2900	3	I/P/R Tier 2
Holosteel X2 Shielding System	299–621	2–5	311	147–164	1925–3575	3000	3	I/P/R Tier 2
Incom Rayshield (Experimental)	303–617	2–5	345	163–182	1876–3486	2900	3	Reb. Tier 2
Incom Rayshield (Second-generation Experimental)	303–617	2–5	345	163–182	2144–3218	2900	3	Reb. Tier 2
Incom Rayshield X5 Prototype	303–617	2–5	345	167–178	1876–3486	3000	3	Reb. Tier 2
Koensayr Deflector Shield M2	301–619	3–5	345	163–182	1876–3486	2900	3	P/R Tier 2
Kuat Systems Engineering Mark II Military Shield Generator	312–608	2–5	345	165–180	2144–3218	2900	3	I/P Tier 2
MandalMotors "Flexshield" KS-1	303–617	3–5	345	163–182	1876–3486	2900	3	Priv. Tier 2
Mon Calamari Deluxe "Ion-Web B" Deflector Shields	414–621	2–5	345	163–182	1876–3486	2900	3	P/R Tier 2
Sienar Systems Elite Reflector System	303–617	2–5	345	167–178	1876–3486	3600	3	Imp. Tier 1/2
Sienar Systems Experimental Reflector (Unreleased)	299–621	2–5	345	163–182	1876–3486	3200	3	Imp. Tier 2
Sienar Systems Standard Reflector Array	303–617	2–5	345	167–178	1876–3486	3300	3	Imp. Tier 2
Cygnus Mark II Shields	378–772	3–6	431	209–223	1876–3486	5300	4	Imp. Tier 2
Incom "K-77" Shield Generator	898	4	518	259	2681	6300	4	**
Incom Rayshield X7	409–813	2–6	474	225–250	1876–3486	5300	4	Reb. Tier 2
Incom Rayshield X9	378–772	3–6	431	204–227	1876–3486	5100	4	Reb. Tier 2
Koensayr "DS-23" Reactor	898	4	518	259	2681	6300	4	**
MandalMotors "Flexshield" KS-3	331–675	2–6	561	260–300	1876–3486	5800	4	Priv. Tier 2
Mon Calamari Standard Shield	378–772	3–6	431	209–223	1876–3486	6300	4	P/R Tier 2
Rendili Dual-Projector Shield Generator	898	4	518	259	2681	6300	4	**
Rendili Standard Deflector Shield	373–777	3–6	431	204–227	1876–3486	5500	4	Imp. Tier 2
Sienar Fleet Systems Deluxe Imperial Standard Shields	378–772	3–6	431	204–227	2144–3218	5100	4	Imp. Tier 2
Sienar Fleet Systems Imperial Standard Shields	378–772	3–6	431	204–227	1876–3486	5100	4	Imp. Tier 2
Taim & Bak Standard Shields	378–772	3–7	431	204–227	1868–3882	5100	4	P/R Tier 2
Armek Plasma Shell S3 Shield Generator	557–1136	4–9	635	301–334	2244–3368	7600	5	P/R Tier 2/3
Cygnus Improved Mark II Shields	557–1136	5–10	635	301–334	1950–4050	7600	5	Imp. Tier 3
Incom Rayshield X12	761–1143	4–9	635	301–334	1964–3648	7600	5	P/R Tier 3
Incom Rayshield Z1	488–994	4–8	825	383–442	1964–3648	8900	5	P/R Tier 3
Koensayr Deflector M3	575–1118	5–8	635	304–331	2244–3368	7600	5	P/R Tier 3
Kuat Systems Engineering Mark III Deflector Shields	557–1136	4–9	635	301–334	1964–3648	7600	5	I/P/R Tier 3
MandalMotors "Flexshield" KS-18	554–1139	5–8	635	301–334	1964–3648	7600	5	P/R Tier 3
MandalMotors Flexshield Ks-5 Shields	557–1136	4–8	635	307–327	1964–3648	8300	5	P/R Tier 3
Sienar Fleet Systems Imperial Heavy Shields	602–1197	4–8	698	331–367	1964–3648	9600	5	Imp. Tier 3

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Shield Type	Shield HP (F/R)	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
Sienar Fleet Systems Modified Imperial Heavy Deflectors	557–1136	4–9	635	301–334	1964–3648	7600	5	Imp. Tier 3
Armek Plasma Shell S6 Shield Generator	610–1242	5–10	1032	479–552	1964–3648	15,600	6	P/R Tier 3
Cygnus Mark III Shields	719–1397	6–10	794	380–413	2244–3368	13,200	6	Imp. Tier 3
Incom Rayshield Z5	687–1429	5–11	754	358–396	1964–3648	13,800	6	P/R Tier 3
Incom Rayshield Z7	687–1429	5–11	714	339–375	2012–3738	14,400	6	P/R Tier 3
Koensayr Deflector M6	687–1429	5–11	794	376–417	1964–3648	14,400	6	P/R Tier 3
Kuat Systems Engineering Mark IV Deflector Shields	952–1429	5–11	794	376–417	1964–3648	13,200	6	I/P/R Tier 3
MandalMotors Flexshield KS-25 Shields	697–1419	5–11	794	384–409	1964–3648	16,800	6	P/R Tier 3
Phased Fullerine FX12 Shield System	697–1419	5–11	794	384–409	1964–3648	15,600	6	I/P/R Tier 3
Sienar Fleet Systems Advanced Shield	697–1419	7–10	794	376–417	1964–3648	13,200	6	Imp. Tier 3
Sienar Fleet Systems Limited Advanced Shields	692–1424	7–10	794	376–417	1964–3648	13,200	6	Imp. Tier 3
Cygnus Mark IV Shields	821–1671	7–12	934	453–482	2051–3811	23,200	7	Imp. Tier 4
Incom Rayshield Advanced	821–1671	7–12	934	443–491	2051–3811	19,800	7	P/R Tier 4
Koensayr Deflector M8	821–1671	7–13	934	443–491	2031–4219	19,800	7	P/R Tier 4
Kuat Systems Engineering Mark V Deflector Shields	821–1671	6–13	934	453–482	2051–3811	24,900	7	I/P/R Tier 4
MandalMotors Flexshield KS-7 Shields	821–1671	7–12	934	443–491	2051–3811	19,700	7	P/R Tier 4
Mon Calamari Ionweb Heavy Shields	809–1682	7–12	934	443–491	2051–3811	22,300	7	P/R Tier 4
Phased Fullerine FX27 Deflector Array	886–1761	6–12	1028	488–540	2051–3811	22,300	7	I/P/R Tier 4
Sienar Fleet Systems Imperial Special Forces Shields	821–1671	7–12	934	443–491	2344–3518	19,700	7	Imp. Tier 4
Sienar Fleet Systems Modified Imperial Special Forces Deflectors	821–1671	7–12	934	453–482	2051–3811	21,500	7	Imp. Tier 4
Taim & Bak Heavy	809–1682	7–12	888	421–467	2051–3811	19,800	7	P/R Tier 4
Armek "Plasma Web" Shield Generator	2433	12	1402	701	2931	43,500	8	**
Cygnus "Holoscreen" Shield Generator	2433	12	1402	701	2931	43,500	8	**
Gallofree Defender 2 Shield Generator	1108–2201	7–14	1285	610–675	2051–3811	43,500	8	P/R Tier 4
Incom Techscreen 1 Shield Generator	1059–2056	9–15	1168	560–608	2344–3518	34,500	8	P/R Tier 4
Koensayr Deflector Advanced	1020–2095	10–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Kuat Systems Engineering Mark VI Deflector Shields	1026–2089	8–15	1168	554–614	2051–3811	34,500	8	I/P/R Tier 4
MandalMotors Flexshield Kx-1 Shields	1026–2089	10–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Mon Calamari Ionweb Advanced Shields	1026–2089	9–17	1168	554–614	2031–4219	34,500	8	P/R Tier 4
Phased Fullerine FX92 Energy Shield	1012–2103	8–16	1051	499–552	2100–3900	37,500	8	I/P/R Tier 4
Sienar Fleet Systems Polyweb 4 Shield	1401–2103	8–15	1168	554–614	2051–3811	34,500	8	Imp. Tier 4
Sienar Fleet Systems Polyweb 6 Shield	898–1828	8–14	1518	706–813	2051–3811	40,500	8	Imp. Tier 4
Taim & Bak Advanced	1026–2089	8–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Taim & Bak Military-Grade Shield Generator	2433	12	1402	701	2931	43,500	8	**
(Experimental) Interlaced Graviton Protection Grid	966–1968	8–15	1100	533–567	2139–3973	64,400	9	I/P/R Master
(Unknown Manufacturer) Proton Interweave Shielding System	966–1968	9–16	1100	522–578	2031–4219	51,500	9	**
Armek Plasma Shell Elite Shield Generator	1044–2074	7–14	1210	574–636	2139–3973	64,400	9	P/R Master
Cygnus Experimental Shield Generation System	966–1968	8–15	1100	522–578	2444–3668	51,500	9	**
Cygnus Mark V Shields	961–1974	10–14	1100	522–578	2139–3973	51,500	9	Imp. Master
Incom "Rayshield Overdriver" Shield Generator	966–1968	8–15	1100	522–578	2139–3973	51,500	9	**
Incom Techscreen 2 Shield Generator	953–1981	8–15	1045	496–549	2139–3973	53,600	9	P/R Master
Koensayr Modified Deflector Advanced	953–1981	8–15	1100	522–578	2139–3973	55,800	9	P/R Master
Kuat Systems Engineering Mark VII Deflector Shields	997–1937	8–14	1100	528–573	2444–3668	51,500	9	I/P/R Master
Mon Calamari Ionweb Elite Shields	1320–1981	8–15	1100	522–578	2139–3973	51,500	9	P/R Master
Sienar Fleet Systems "Mega Polyweb" Shield Generator	966–1968	8–15	1100	522–578	2139–3973	51,500	9	**
Sienar Fleet Systems Modified Polyweb Advanced Deflectors	966–1968	10–14	1100	522–578	2139–3973	51,500	9	Imp. Master
Sienar Fleet Systems Polyweb Advanced Shield	953–1981	8–15	990	470–520	2100–3900	55,800	9	Imp. Master
Taim & Bak Enhanced Advanced	846–1722	7–13	1430	665–766	2139–3973	60,000	9	P/R Master
Armek Plasma Shell Elite 2 Shield Generator	1247–2421	10–18	1375	660–716	2444–3668	62,000	10	P/R Master
Cygnus Elite Shield Generator	1192–2476	10–18	1307	620–687	2139–3973	59,500	10	Imp. Master
Gallofree Defender Elite Shield Generator	1650–2476	10–18	1375	653–723	2139–3973	62,000	10	P/R Master
Incom Techscreen Elite Shield Generator	1208–2460	10–18	1375	667–709	2139–3973	72,400	10	P/R Master
Koensayr Deflector Elite	1208–2460	10–18	1375	667–709	2139–3973	67,200	10	P/R Master
Kuat Systems Engineering Elite Shield Generator	1192–2476	10–18	1238	588–650	2100–3900	67,200	10	I/P/R Master
Mon Calamari Ionweb Elite 2 Shields	1208–2460	12–18	1375	653–723	2139–3973	72,400	10	P/R Master
Sienar Design Systems "Secret Ops" Shield Generation System	1305–2592	9–17	1513	718–795	2139–3973	77,600	10	**
Sienar Fleet Systems Custom Polyweb Elite Shields	1192–2476	10–18	1375	653–723	2139–3973	67,200	10	Imp. Master
Sienar Fleet Systems Polyweb Elite Shield	1208–2460	10–18	1375	667–709	2139–3973	77,600	10	Imp. Master
SoroSuub Ion-Mesh Projection System	1057–2152	9–17	1788	831–957	2139–3973	62,000	10	**
Taim & Bak Elite	1201–2467	12–18	1375	653–723	2139–3973	62,000	10	P/R Master

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WEAPONS

Abbreviations: Bl. (Blaster) / Cn. (Cannon).

Weapon Type	Damage/ Shot	Versus Shield	Versus Armor	Energy/ Shot	Refire Delay	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Cruiser-Grade Mark I Bl.	265–446	47–53%	47–53%	16–24	0.32–0.36	180	85–95	1660–2340	1100	1	Priv. Tier 1
Cygnus Mark I "Destroyer" Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	Imp. Tier 1
Incom Light Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	135	64–71	1660–2340	900	1	Reb. Tier 1
Koensayr Light Disruptor	229–394	28–32%	66–74%	16–24	0.32–0.36	150	71–79	1494–2106	1000	1	P/R Tier 1
Kuat Systems Engineering Light Disruptor	255–437	28–32%	66–74%	16–24	0.32–0.36	150	71–79	1610–2270	1000	1	I/P Tier 1
MandalMotors Light Bl.	347–469	50%	50%	20	0.34	180	90	2400	1200	1	**
MandalMotors Mark I "Mangler" Cn.	256–458	47–53%	47–53%	16–24	0.32–0.36	150	71–79	1826–2574	1000	1	Priv. Tier 1
Sienar Design Systems Imperial Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	165	78–87	1660–2340	1100	1	Imp. Tier 1
Sienar Fleet Systems Imperial Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	165	78–87	1660–2340	1100	1	Imp. Tier 1
Slayn & Korpil Light Ioncannon	255–437	66–74%	28–32%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	P/R Tier 1
SubPro Light Ion Cn.	255–437	66–74%	28–32%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	P/R Tier 1
Incom "Shredder" Cn.	319–546	59–66%	59–66%	21–30	0.4–0.45	206	97–109	1660–2340	2000	2	Reb. Tier 1
Incom Starship Bl.	287–492	59–66%	59–66%	21–30	0.4–0.45	188	89–99	1494–2106	1800	2	Reb. Tier 1
Koensayr Tuned Light Disruptor	319–546	35–40%	83–92%	21–30	0.4–0.45	188	89–99	1660–2340	1800	2	P/R Tier 1
MandalMotors Enhanced "Mangler" Cn.	332–558	59–66%	59–66%	21–30	0.4–0.45	225	106–119	1660–2340	2000	2	Priv. Tier 1
Mon Calamari Light Bl.	315–551	59–66%	59–66%	21–30	0.4–0.45	188	89–99	1593–2247	1700	2	P/R Tier 1
Sienar Systems Ion Cn.	321–573	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1826–2574	1750	2	Imp. Tier 1
Sienar Systems Linked Laser Cn.	319–546	59–66%	59–66%	21–30	0.4–0.45	206	97–109	1660–2340	2000	2	Imp. Tier 1
Sienar Systems Starship Disruptor	319–546	35–40%	83–92%	21–30	0.4–0.45	188	89–99	1660–2340	1750	2	Imp. Tier 1
Slayn & Korpil Deluxe Light Ioncannon	319–546	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1660–2340	1750	2	Reb. Tier 1
SubPro Improved Light Ion Cn.	319–546	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1610–2270	1700	2	Reb. Tier 1
Cygnus "Destroyer" Class Bl. Mk2	535–961	47–53%	47–53%	18–27	0.32–0.36	380	180–200	1743–2457	2900	3	Imp. Tier 2
FreiTek Inc. "Cannoneer" Mk1	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
Haor Chall Speedblaster Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Priv. Tier 2
INCOM Long-Range Disruptor	535–961	28–32%	66–74%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
Koensayr Ion-Accelerator Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	P/R Tier 2
Kuat Systems Engineering Double Bl.	535–961	47–53%	47–53%	18–27	0.32–0.36	311	147–164	1743–2457	2400	3	I/P Tier 2
MandalMotors QV-3 Disruptor	482–865	38–42%	57–63%	18–27	0.32–0.36	345	163–182	1577–2223	2600	3	P/R Tier 2
Sienar Fleet Systems Imperial-2 Bl.	539–1008	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1909–2691	2600	3	Imp. Tier 2
Slayn & Korpil Ion Cn.	535–961	66–74%	28–32%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
SubPro Tri-Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	380	180–200	1743–2457	2900	3	P/R Tier 2
Cygnus "Starblaster" Disruptor	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Hoersch-Kessel "Scorcher" Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	474	225–250	1743–2457	5000	4	I/P/R Tier 2
Hoersch-Kessel Military-Grade Bl.	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Incom TT8 Blasters	697–1227	59–66%	59–66%	23–33	0.4–0.45	518	245–272	1743–2457	5000	4	Reb. Tier 2
Koensayr Deluxe Ion-Accelerator Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	388	184–204	1743–2457	4200	4	P/R Tier 2
Kuat Drive Yards "Pounder" Mk1	602–1082	59–66%	59–66%	23–33	0.38–0.43	431	204–227	1577–2223	4600	4	I/P Tier 2
MandalMotors "Super-Mangler" Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	**
Rendili FR-9 Disruptor Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	Imp. Tier 2
Sienar Fleet Systems Improved Imp. Bl.	662–1212	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1676–2364	4500	4	Imp. Tier 2
SubPro "Triple Bl." Advanced Flash Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	P/R Tier 2
SubPro Modified Tri-Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	P/R Tier 2
Taim & Bak "Ion Driver"	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Taim & Bak IX4 Laser Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1693–2387	4500	4	P/R Tier 2
ArMek SW-4 Ion Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Hoersch-Kessel "Scorcher 2"	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Incom TT13 Blasters	945–1776	47–53%	47–53%	20–29	0.32–0.36	571	271–300	1826–2574	6300	5	P/R Tier 3
Koensayr Ion Accelerator 2 Cn.	945–1776	61–69%	33–37%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
MandalMotors QV-5 Disruptor	951–1862	33–37%	61–69%	20–29	0.32–0.36	635	301–334	1992–2808	6900	5	P/R Tier 3
Rendili Fr13 Disruptor	945–1776	38–42%	57–63%	20–29	0.32–0.36	698	331–367	1826–2574	7500	5	Imp. Tier 3
Republic Sienar Systems Imperial Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	698	331–367	1826–2574	7500	5	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 3	850–1599	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1660–2340	6900	5	Imp. Tier 3
SubPro Advanced Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Taim & Bak IX5 Laser Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
ArMek SW-6 Ion Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	11,600	6	P/R Tier 3
Hoersch-Kessel "Scorcher 3"	1477–2775	59–66%	59–66%	30–44	0.4–0.45	794	376–417	1826–2574	14,200	6	P/R Tier 3

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Weapon Type	Damage/ Shot	Versus Shield	Versus Armor	Energy/ Shot	Refire Delay	HP	Armor HP	Energy	Mass	Cert.	Loot
Incom Advanced Bl.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	714	339–375	1826–2574	11,000	6	P/R Tier 3
Koensayr Ion Accelerator 3 Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	12,000	6	P/R Tier 3
MandalMotors Annilhator Mk1	1189–2328	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1992–2808	12,000	6	P/R Tier 3
Mark II Subpro Tripleblaster	1181–2220	59–66%	59–66%	27–40	0.38–0.43	794	376–417	1826–2574	13,100	6	P/R Tier 3
Rendili SC3 Disruptor	1181–2220	59–66%	59–66%	25–37	0.4–0.45	873	414–459	1826–2574	13,100	6	Imp. Tier 3
Sienar Design Systems Imperial Bl. 2	1181–2220	59–66%	59–66%	25–37	0.4–0.45	873	414–459	1826–2574	13,100	6	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 4	1063–1998	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1660–2340	12,000	6	Imp. Tier 3
Taim & Bak KX5 Laser Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	12,000	6	P/R Tier 3
ArMek SW-8 Ion Cn.	1260–2482	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1743–2457	18,000	7	P/R Tier 4
Corellian 1D Servo Turrets	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Hoersch-Kessel "Scorcher Heavy"	1400–2757	57–63%	57–63%	24–35	0.38–0.43	934	443–491	1909–2691	20,300	7	P/R Tier 4
Incom Heavy Bl.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	1028	488–540	1909–2691	19,500	7	P/R Tier 4
MandalMotors Annihilator Mk2	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Rendili SC8 Disruptor	1410–2891	57–63%	38–42%	22–32	0.32–0.36	934	443–491	2075–2925	18,000	7	Imp. Tier 4
Sienar Design Sys. Imp. Special Forces Cn.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	1028	488–540	1909–2691	19,500	7	Imp. Tier 4
Sienar Design Systems "Boltdriver"	1909–2954	50%	50%	27	0.34	1121	561	2800	21,900	7	**
Sienar Fleet Systems L-s1 Laser Cn.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	Imp. Tier 4
Subpro Tripleblaster Mark3	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Taim & Bak KX8 Laser Cn.	1400–2757	57–63%	42–48%	22–32	0.32–0.36	841	399–442	1909–2691	16,400	7	P/R Tier 4
ArMek SW-7a Ion Cn.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1051	499–552	1909–2691	28,700	8	P/R Tier 4
Borstel Disruptor	2387–3693	63%	63%	14	0.43	1402	701	2800	38,200	8	**
Corellian AG-1G Laser Cannons	1575–3102	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1743–2457	31,400	8	P/R Tier 4
Cygnus "Eradicator 1" Disruptor	1762–3613	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	2075–2925	31,400	8	Imp. Tier 4
Gyrhil 72 Twin Auto-Blasters	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Hoersch-Kessel "Scorcher Advanced"	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Incom "Tri-Cn."	2387–3693	63%	63%	14	0.43	1402	701	2800	38,200	8	**
MandalMotors Heavy Annihilator	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Sienar Design Sys. Hvy. Imp. Spc Forces Cn.	1751–3446	59–66%	59–66%	29–42	0.38–0.43	1402	665–736	1909–2691	35,500	8	Imp. Tier 4
Sienar Fleet Sys. Imp. Special Forces Bl.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1285	610–675	1909–2691	34,100	8	Imp. Tier 4
Subpro/INCOM Quad Bl.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Taim & Bak Ht-12 Heavy Laser Cn.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Armek Advanced	1743–3595	57–63%	42–48%	24–35	0.32–0.36	990	470–520	1992–2808	42,900	9	P/R Master
Borstel RG9 Laser Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	I/P/R Master
Hoersch-Kessel "Scorcher Elite"	1743–3595	57–63%	57–63%	26–38	0.38–0.43	1100	522–578	1992–2808	52,650	9	P/R Master
Incom Dual-Core Flashcannon	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Incom Heavy Quad Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	P/R Master
Koensayr Ion Accelerator Advanced Cn.	1755–3769	57–63%	38–42%	24–35	0.32–0.36	1100	522–578	2158–3042	46,800	9	P/R Master
MandalMotors Advanced Annihilator	1743–3595	51–59%	51–59%	24–35	0.33–0.38	1100	522–578	1992–2808	46,800	9	P/R Master
Rendili "Prototype X" Disruptor	1743–3595	57–63%	42–48%	24–35	0.32–0.36	990	470–520	1992–2808	42,900	9	**
Rendili Advanced Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1210	574–636	1992–2808	50,700	9	Imp. Master
Riiz Combine "Slammer" Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Sienar Design Systems Elite Blasters	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1210	574–636	1992–2808	50,700	9	Imp. Master
Sienar Fleet Systems "Elite Ops" Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Sienar Fleet Systems Elite Cn.	1569–3236	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1826–2574	46,800	9	Imp. Master
Taim & Bak KX9 Laser Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	P/R Master
(Unknown Manufacturer) "Rayslinger" Bl.	2193–4711	71–79%	47–53%	30–44	0.4–0.45	1375	653–723	2158–3042	56,400	10	**
ArMek Elite Ion Cn.	2179–4494	71–79%	53–60%	30–44	0.4–0.45	1238	588–650	1992–2808	51,700	10	P/R Master
Corellian AG-2G Quad Laser Cn.	1961–4044	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1826–2574	56,400	10	P/R Master
Cygnus Elite Disruptor	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	Imp. Master
Gyrhil R-9X Laser Cn.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1513	718–795	1992–2808	61,100	10	I/P/R Master
Hoersch-Kessel Modified Elite "Scorcher"	2179–4494	71–79%	71–79%	36–51	0.42–0.47	1513	718–795	1992–2808	65,800	10	P/R Master
Incom Elite Quad Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	P/R Master
MandalMotors Elite Annihilator	2179–4494	52–60%	52–60%	30–44	0.38–0.43	1513	718–795	1992–2808	61,100	10	P/R Master
Sienar Design Sys. Exp. "Secret Ops" Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	**
Sienar Design Systems Modified Elite Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	Imp. Master
Sienar Fleet Systems L-S7.2 Laser Cn.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1513	718–795	1992–2808	61,100	10	Imp. Master
Taim & Bak Elite Bl.	1961–4044	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1826–2574	56,400	10	P/R Master

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WEAPON CAPACITORS

Weapon Capacitor Type	Charge	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Cruiser-grade Weapons Cap. "CAP1"	462–738	16–24	150	71–79	936–1464	1000	1	Priv. Tier 1
Haor Chall Old-Tech Cap.	269–431	11–17	105	49–56	546–854	700	1	**
Incom Mark I Rebel Cap.	365–585	16–26	150	71–79	819–1281	950	1	Reb. Tier 1
Koensayr Light Cap.	346–554	14–22	150	71–79	780–1220	800	1	Priv. Tier 1
Kuat Systems Engineering Mark I Cap.	385–615	16–24	150	71–79	780–1220	1000	1	I/P Tier 1/2
MandalMotors Mark I "Powermaster" Cap.	440–660	19–25	150	71–79	858–1342	1000	1	Priv. Tier 1
Mon Calamari Light Cap.	365–585	15–23	150	71–79	780–1220	850	1	**
Novaldex Small Cap.	365–585	15–23	143	67–75	741–1159	950	1	P/R Tier 1
Qualdex "Miser" Light	346–554	14–22	135	64–71	702–1098	900	1	Priv. Tier 1
Rendili J7 "Overseer" Cap.	375–625	15–25	150	71–79	750–1250	1000	1	Imp. Tier 1
Republic Sienar Systems Mark I Imperial Cap.	327–523	13–21	143	67–75	741–1159	950	1	Imp. Tier 1
Sienar Fleet Systems Mark I Imperial Cap.	404–646	16–26	165	78–87	819–1281	1050	1	Imp. Tier 1
SoroSuub "Dynamo" Mark I Cap.	404–646	16–26	158	74–83	819–1281	1050	1	P/R Tier 1
SubPro "Valiant" Z1 Cap.	385–615	21–27	150	71–79	780–1220	1050	1	Priv. Tier 1
Corellian Tuned Cruiser-grade Weapons Cap. "CAP1"	660–990	29–37	225	106–119	858–1342	1750	2	Priv. Tier 1/2
Cygnus "Cyg-Cap A" Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Imp. Tier 1/2
Deepwell Cap. Model K3	519–831	21–33	203	96–107	702–1098	1575	2	**
Incom Improved Mark I Rebel Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Reb. Tier 1
Koensayr Custom Light Cap.	548–877	22–35	225	106–119	780–1220	1475	2	Priv. Tier 1/2
Kuat Systems Engineering Limited Mark I Cap.	404–646	16–26	158	74–83	546–854	1225	2	Priv. Tier 1/2
MandalMotors Special Mark I "PowerMaster" Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Priv. Tier 1/2
Mon Calamari Charged Light Cap.	548–877	25–38	225	106–119	819–1281	1675	2	Priv. Tier 1/2
Novaldex Sarlacc S1	606–969	25–38	236	112–125	819–1281	1825	2	P/R Tier 1/2
Qualdex "Miser" Standard	693–1107	24–36	225	106–119	936–1464	1750	2	P/R Tier 1
Sienar Design Systems Mark I Imperial Cap.	548–877	22–35	214	101–113	741–1159	1675	2	Imp. Tier 1/2
SoroSuub Enhanced Mark I "Dynamo" Cap.	577–923	32–40	225	106–119	780–1220	1750	2	P/R Tier 1
SubPro Improved "Valiant" Z1 Cap.	519–831	21–33	225	106–119	780–1220	1400	2	Priv. Tier 1/2
Corellian Cruiser-grade Weapons Cap. "CAP10"	423–677	17–27	345	163–182	819–1281	2625	3	I/P/R Master
Cygnus "Cyg-Cap B" Cap.	402–643	16–26	345	163–182	819–1281	2250	3	Imp. Tier 2
FreiTek Inc. XD-2 Cap.	381–609	15–24	345	163–182	819–1281	2125	3	Reb. Tier 2
Incom BJN-825 Cap.	484–726	21–27	345	163–182	897–1403	2625	3	Reb. Tier 2
Koensayr Improved Light Cap.	444–711	18–28	362	172–191	858–1342	2750	3	P/R Tier 2
Kuat Systems Engineering Mark II Cap.	508–812	17–27	345	163–182	975–1525	2625	3	Imp. Tier 2
MandalMotors Mark II "Powermaster" Cap.	381–609	15–24	311	147–164	741–1159	2375	3	P/R Tier 2
Mon Calamari Standard Cap.	423–677	23–30	345	163–182	819–1281	2625	3	P/R Tier 2
Novaldex Experimental High-Cap. (Unknown)	412–688	16–28	345	163–182	787–1313	2625	3	I/P/R Master
Qualdex "Miser" Elite	359–576	14–23	328	155–173	780–1220	2500	3	P/R Tier 2
Sienar Design Systems Imperial-2 Cap.	423–677	17–27	345	163–182	819–1281	2625	3	Imp. Tier 2
SoroSuub "Dynamo" Mark II Cap.	423–677	17–27	345	163–182	819–1281	2625	3	P/R Tier 2
Subpro "Valiant" Z2 Cap.	402–643	16–26	328	155–173	780–1220	2500	3	P/R Tier 2/2
TIE Elite Cap. Mark 1	444–711	18–28	380	180–200	858–1342	2500	3	Imp. Tier 2
Corellian Deluxe Cruiser-grade Weapons Cap. "CAP2"	618–1032	24–42	518	245–272	787–1313	4600	4	Priv. Tier 2
Gallofree LT-22 Cap.	635–1015	35–44	518	245–272	819–1281	4600	4	Reb. Tier 2
Huppla Pasa Tisc Old-Tech Cap.	667–1066	27–42	543	258–286	858–1342	4800	4	Priv. Tier 2
Incom Special BJN-825 Cap.	762–1218	26–40	518	245–272	975–1525	4600	4	Reb. Tier 2
Koensayr Rare Mark II Cap.	635–1015	26–40	518	245–272	819–1281	4600	4	Priv. Tier 2
Kuat Systems Engineering Performance Mark II Cap.	603–965	25–38	492	233–259	780–1220	4375	4	I/P Tier 2
MandalMotors Tuned Mark II "Powermaster" Cap.	635–1015	26–40	518	245–272	819–1281	4600	4	Priv. Tier 2
Mon Calamari Modified Standard Cap.	571–914	23–36	466	221–245	741–1159	8525	4	P/R Tier 2
Novaldex Sarlacc S2	603–965	27–42	518	245–272	858–1342	4375	4	P/R Tier 2
Qualdex Conservator Q3	667–1066	27–42	569	270–299	858–1342	4825	4	P/R Tier 2
Rendili J8 "Overseer" Cap.	571–914	23–36	518	245–272	819–1281	3725	4	Imp. Tier 2
Sienar Design Systems Special Imperial-2 Cap.	726–1089	32–40	518	245–272	897–1403	4600	4	Imp. Tier 2
SoroSuub Premium "Dynamo" Mark II Cap.	539–863	22–34	492	233–259	780–1220	4825	4	Priv. Tier 2
SubPro "Gallant" A1 Cap.	444–711	18–28	362	172–191	585–915	3275	4	P/R Tier 2
Corellian Standard Cap.	453–757	18–31	635	301–334	825–1375	6875	5	I/P/R Tier 3
Deepwell Cap. Model K5	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3
Koensayr Mark III Cap.	395–633	16–25	603	286–317	819–1281	6575	5	I/P/R Tier 3
Kuat Systems Engineering Mark III Cap.	442–707	18–28	603	286–317	819–1281	6575	5	I/P/R Tier 3
MandalMotors Mark III "Powermaster" Cap.	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3
Mon Calamari Heavy Cap.	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3
Novaldex Sarlacc S3	442–707	20–31	635	301–334	897–1403	6575	5	I/P/R Tier 3
Qualdex Conservator QX1 Elite	442–707	18–28	635	301–334	858–1342	5950	5	I/P/R Tier 3

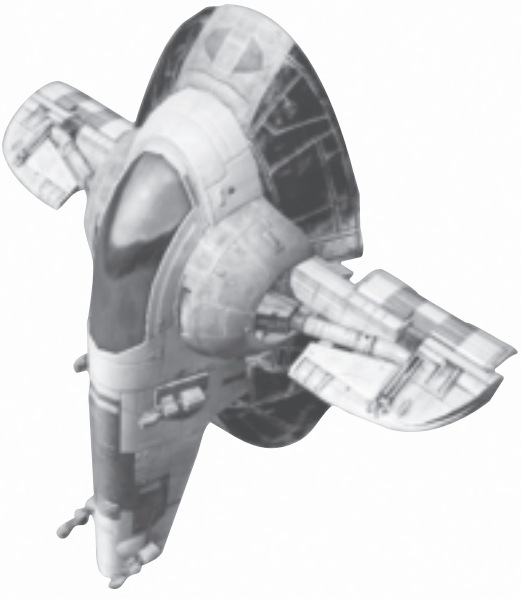
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Weapon Capacitor Type	Charge	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
SoroSuub Turbo Weapons Cap.	326–521	13–21	444	211–234	624–976	5000	5	I/P/R Tier 3
SubPro "Defiant" C1 Cap.	489–782	20–31	698	331–367	897–1403	7200	5	I/P/R Tier 3
Corellian Cruiser-grade Weapons Cap. "CAP3"	838–1340	29–44	952	452–500	1014–1586	12,000	6	I/P/R Tier 3
Koensayr Tuned Mark III Cap.	698–1117	29–44	952	452–500	858–1342	12,000	6	I/P/R Tier 3
Kuat Systems Engineering Supercharged Mark III Cap.	663–1061	30–46	952	452–500	897–1403	11,000	6	I/P/R Tier 3
MandalMotors Improved Mark III "Powermaster" capacitor	663–1061	27–42	952	452–500	858–1342	10,300	6	I/P/R Tier 3
Moncal Modified Heavy	489–782	20–31	667	316–350	624–976	8750	6	I/P/R Tier 3
Novaldex Wampa S1	733–1173	30–46	1000	474–525	897–1403	13,000	6	I/P/R Tier 3
Qualdex Cap. Battery Array	593–949	24–38	905	429–475	819–1281	8925	6	**
Qualdex Conservator QX2	698–1117	39–48	952	452–500	858–1342	12,000	6	I/P/R Tier 3
Rendili "K-Class" Weapon Cap.	733–1173	30–46	1047	497–550	897–1403	9800	6	**
SoroSuub "Dynamo" Mark III Cap.	798–1198	35–44	952	452–500	936–1464	12,000	6	I/P/R Tier 3
SoroSuub "V-1" Weapon Cap.	680–1135	27–46	952	452–500	825–1375	9350	6	**
SubPro Modified Defiant C1 Cap.	628–1005	26–40	952	452–500	858–1342	9850	6	I/P/R Tier 3
TIE Elite Cap. Mark 2	628–1005	26–40	857	407–450	780–1220	10,900	6	I/P/R Tier 3
(Unknown) Weapons Cap.	486–778	20–31	888	421–467	858–1342	18,000	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP5"	538–860	22–34	981	466–516	936–1464	18,700	7	I/P/R Tier 4
Koensayr Mark IV Cap.	461–737	19–29	934	443–491	897–1403	14,800	7	I/P/R Tier 4
Kuat Systems Engineering Mark IV Cap.	358–573	14–23	654	310–344	663–1037	13,250	7	I/P/R Tier 4
MandalMotors Mark IV "Powermaster" Cap.	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
Mon Calamari Advanced Cap.	486–778	20–31	934	443–491	897–1403	16,000	7	I/P/R Tier 4
Novaldex Deluxe Wampa S1	461–737	19–29	841	399–442	897–1403	16,000	7	I/P/R Tier 4
Qualdex Conservator Q7 Prototype	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
Qualdex Conservator QX3	614–983	21–32	934	443–491	1053–1647	18,000	7	I/P/R Tier 4
SoroSuub Tuned "Dynamo" Mark III Cap.	512–819	28–36	934	443–491	897–1403	18,000	7	I/P/R Tier 4
SubPro "Defiant" C2 Cap.	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
SubPro "Defiant" C3 Cap.	585–879	26–33	934	443–491	975–1525	18,000	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP9"	807–1290	33–51	1542	732–810	936–1464	33,000	8	I/P/R Tier 4
Koensayr Deluxe Mark IV Cap.	768–1228	31–48	1402	665–736	897–1403	31,000	8	I/P/R Tier 4
Kuat Systems Engineering Limited Mark IV Cap.	807–1290	33–51	1472	699–773	897–1403	33,000	8	I/P/R Tier 4
MandalMotors Rare Mark IV "Powermaster" Cap.	730–1167	30–46	1332	632–700	780–1220	30,000	8	I/P/R Tier 4
Mon Calamari Enhanced Advanced Cap.	691–1106	28–44	1261	599–663	819–1281	29,000	8	I/P/R Tier 4
Novaldex Wampa S2	730–1167	33–51	1402	665–736	936–1464	30,000	8	I/P/R Tier 4
Qualdex Conservator QX4	653–1044	27–41	1332	632–700	858–1342	30,000	8	I/P/R Tier 4
Sorosuub "Dynamo" Mark IV Cap.	768–1228	31–48	1402	665–736	897–1403	31,000	8	I/P/R Tier 4
SubPro "Dauntless" Z3 Cap.	748–1248	29–50	1402	665–736	862–1438	31,000	8	I/P/R Tier 4
Armek Elite Cap. Array	563–901	23–36	1100	522–578	936–1464	46,800	9	**
Corellian Cruiser-grade Weapons Cap. "CAP10"	563–901	23–36	1100	522–578	936–1464	47,000	9	I/P/R Master
Koensayr Mark V Cap.	394–631	16–25	770	365–405	702–1098	35,100	9	I/P/R Master
Kuat Systems Engineering Mark V Cap.	479–766	19–30	1045	496–549	897–1403	44,850	9	I/P/R Master
MandalMotors Mark V "Powermaster" Cap.	535–856	24–37	1100	522–578	936–1464	44,850	9	I/P/R Master
Mon Calamari Elite Cap.	591–946	24–37	1210	574–636	936–1464	48,750	9	I/P/R Master
Novaldex Wampa S3	644–967	28–36	1100	522–578	936–1464	46,800	9	I/P/R Master
Qualdex Conservator QX5	507–811	21–32	1100	522–578	936–1464	39,000	9	I/P/R Master
Rendili "Hyperbattery" Elite Cap.	535–856	22–34	1045	496–549	897–1403	45,000	9	**
Sienar Fleet Systems Cap. Array	563–901	23–36	1100	522–578	936–1464	47,000	9	**
SoroSuub Supercharged "Dynamo" Mark IV Cap.	535–856	22–34	1100	522–578	936–1464	40,950	9	I/P/R Master
SubPro "Dauntless" Z5 Cap.	563–901	31–39	1100	522–578	897–1403	46,800	9	I/P/R Master
Taim & Bak "Hypercharger" Elite Cap.	549–916	21–37	1100	522–578	900–1500	46,800	9	**
TIE Elite Cap. Mark 3	676–1081	23–36	1100	522–578	1053–1647	46,800	9	I/P/R Master
Corellian Elite Cap.	718–1149	29–45	1568	744–824	897–1403	61,100	10	I/P/R Master
Incom Deepwell Prototype K-33 Prototype Cap.	823–1373	32–55	1651	784–867	900–1500	56,400	10	**
Koensayr Elite Mark V Cap.	803–1284	36–56	1651	784–867	975–1525	56,400	10	I/P/R Master
Kuat Systems Engineering Elite Mark V Cap.	591–946	24–37	1155	548–607	702–1098	42,300	10	I/P/R Master
MandalMotors "Provider" Model P1	803–1284	33–51	1651	784–867	936–1464	49,350	10	I/P/R Master
MandalMotors Powersoak (Original)	845–1351	35–53	1651	784–867	936–1464	56,400	10	I/P/R Master
Modified TIE Cap. (Origin Unknown)	845–1351	47–58	1651	784–867	936–1464	56,400	10	I/P/R Master
Mon Calamari Deluxe Elite Cap.	887–1419	36–56	1816	862–954	975–1525	56,400	10	I/P/R Master
Novaldex Experimental High-Cap. (Unknown)	887–1419	36–56	1733	823–910	975–1525	58,750	10	I/P/R Master
Qualdex Experimental (Unknown Model)	760–1216	31–48	1486	705–780	858–1342	51,700	10	I/P/R Master
Sienar Design Systems "Imperial Finest" Cap.	845–1351	35–53	1651	784–867	936–1464	56,400	10	**
SoroSuub "Flash" Cap.	760–1216	31–48	1651	784–867	936–1464	47,000	10	I/P/R Master
SubPro Experimental Cap. (Unknown)	1014–1621	35–53	1651	784–867	1092–1708	56,400	10	I/P/R Master
Z95 Deepwell Cap. (Experimental)	966–1450	43–54	1651	784–867	1014–1586	56,400	10	I/P/R Master

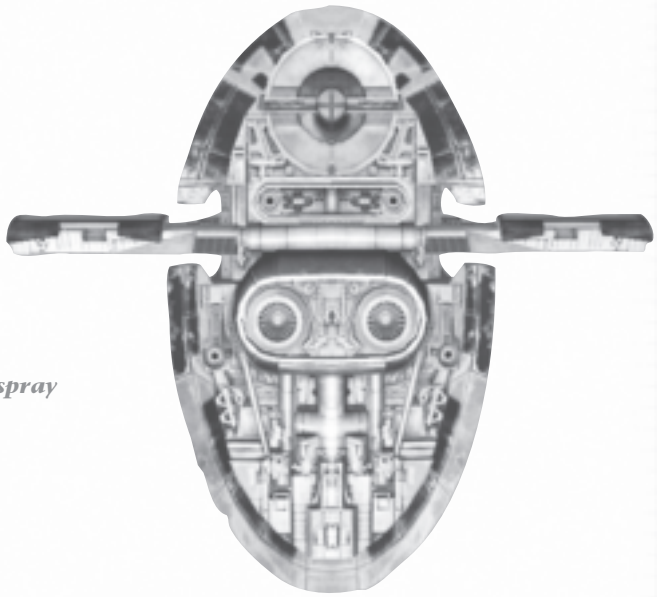
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SHIP FRAMES (SHIP CHASSIS)

Ship	HP	Mass Capacity	Blasters	Missile	Handling	Armament	Defense
Dunelizard Medium Fighter	1750	85k	1	1	0.64	Light	Light
TIE Light Duty Fighter	1750	112k	1	1	0.68	Light	Light
Z95 Headhunter	1750	12k	1	1	0.55	Light	Light
TIE Fighter	1750	20k	1	1	0.64	Light	Light
Dunelizard Fighter, Style 1	2750	85k	2	1	0.58	Heavy	Moderate
Y-Wing Fighter	3500	150k	2	1	0.42	Heavy	High
Kihraxz Light Fighter, Style 1	1950	40k	1	1	0.62	Light	Light
TIE/In Fighter	2200	40k	1	1	0.66	Light	Moderate
Y-Wing Longprobe	3000	170k	2	2	0.42	Heavy	High
Kimogila Fighter, Style 1	3500	110k	3	1	0.48	Heavy	High
Ixiyen Fast Attack Craft, Style 1	2200	95k	2	1	0.56	Moderate	Moderate
X-Wing Fighter	2200	100k	3	1	0.58	Heavy	Moderate
TIE Interceptor	2250	50k	1	1	0.78	Light	Moderate
TIE Bomber	3500	190k	2	2	0.52	Heavy	High
A-Wing Fighter	2200	65k	1	1	0.76	Light	Moderate
TIE Advanced	2500	65k	2	1	0.62	Light	Moderate
TIE Aggressor	2600	120k	2	1	0.58	Heavy	Moderate
Rihkxyrk Attack Ship, Style 1	3600	190k	3	1	0.46	Heavy	High
TIE Oppressor	3500	170k	2	2	0.54	Heavy	High
B-Wing Fighter	4000	240k	4	2	0.44	Very Heavy	Very High
VT-49 Decimator	4200	5 million	2	3	0.36	Very Heavy	Very High
YKL-37R Nova Courier	4200	5 million	2	3	0.32	Very Heavy	Very High
YT-1300 Transport	4200	5 million	2	2	0.34	Very Heavy	Very High
KFS Firespray	3500	210k	2	2	0.65	Heavy	High
ARC-170	2000	125k	3	1	0.57	Heavy	High
Grievous' Starship	1800	90k	2	1	0.79	Moderate	Moderate
Jedi Starfighter	1650	90k	2	1	0.65	Moderate	Light
Y-8 Mining Vessel	10,000	5 million	3	1	0.30	Very Heavy	Very High



Firespray



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STATISTICS

CREATURES & NPCS

This table lists nearly every creature, android, droid and NPC in the game. They are sorted into those four categories, and then alphabetized by the onscreen name within the category. That means (for example), that an "adolescent pygmy torton" is listed in the creature list under "A" (for "adolescent"), rather than "pygmy" or "torton." Grouping it with the other tortons (pygmy or otherwise) would put related creatures together, but you'd never know exactly where to look for it. With this list, look it up exactly as its name appears on the screen. Bear in mind that even with this table, use **/con** to get an opinion from the game as to whether you should attempt to take on a certain opponent.

Where. This column tells you on what planet a creature or NPC can be found. **all** means that you can find them on just about any planet you explore.

Lvl. Level corresponds to a player character's Combat Level. This is useful, but it's also useful to **/con** the creature to ascertain its toughness, relative to your own, and by paying attention to the "conning" icon that appears next to its status bar when you select it.

Diff. This lists whether the creature is regular ("–"), **E**lite or a **B**oss.

Level and Difficulty determine nearly all creatures' and NPCs' Hit Points, damage, armor, defense and the XP you get from beating one. Look at the **Creature & NPC Level Chart** on the next page. For each Level, this chart lists all these other stats, depending on whether it's Elite, Boss or regular. (Note that regular creatures have no base armor.)

XP. The amount of Combat Experience the creature is worth if killed. Note: The amount of experience you get changes depending on factors such as your skill levels and how much damage you did to a creature. Use the number in this table as a guideline rather than an absolute.

Soc. Gp. (PvP). [Social Group (PvP Faction)] Denotes what social group the creature or NPC belongs to. Members of a social group tend to defend each other if attacked (see "Pack," below). Some Social Groups consist only of one type of creature. If so, the Social Group is "self." For example, a crazed dumi's Social Group consists only of other crazed dumis.

If the Social Group is followed by a set of parentheses, the parentheses indicate which Player vs. Player Faction the creature or NPC belongs to. **(")** means that the PvP Faction has the same name as the Social Group. For example, cavern spiders are in both the Spider Nightsister Social Group and the Spider Nightsister PvP Faction.

Meat, **Hide**, **Bone** (creatures). The type and quantity of meat, hide and bone that can be harvested from the dead creature.

Weapons (NPCs). The type of weapon this NPC carries.

Notes on behavior, special attacks (if any), armor and weapons, and so forth. Key words in the Notes column include:

Aggro. Aggressive creatures attack on sight regardless of your behavior. Almost any creature can be driven to attack if pushed too far (approaching or attacking its lair, for example), but aggressive creatures don't need a reason.

Killer. A creature that is a killer will perform a deathblow on you. Non-killers will incapacitate you, but not finish you off. *Killer!* is a killer who will kill you immediately.

Stalker. Stalkers do not attack on sight, but follow you and jump you a bit later.

Pack. Packs assist any member of their social group in combat (think "bring a friend").

Herd. Herd creatures move in groups, but do *not* assist each other (unless they are also Pack creatures). If dispersed, they come back together.

Tamable. Creatures that can be tamed by Creature Handlers. The percentage that follows is the base chance of taming the creature.

Can't be harmed. This NPC can not be harmed.

Milk. This creature produces milk. (**(D)** indicates domestic milk; **(W)** indicates "wild" milk.)

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CREATURE & NPC LEVEL CHART

Lvl	Hit % (all)	XP (all)	Reg. HP	Regular Damage	Reg. Def	Elite HP	Elite Damage	E, B Def	E, B Armor	Boss HP	Boss Damage
1	5	100	108	17-128	5	162	21-160	10	0	–	51-256
2	10	200	180	20-140	10	270	25-175	18	0	270	60-280
3	15	300	288	22-153	15	432	28-191	25	0	450	66-306
4	18	375	428	25-165	18	642	31-206	30	0	720	75-330
5	21	443	594	30-185	21	891	38-231	35	0	1070	90-370
6	25	508	783	32-198	25	1175	40-248	40	0	1485	96-396
7	35	568	990	37-218	35	1485	46-273	55	0	1958	111-436
8	36	625	1215	40-230	36	1823	50-288	58	0	2475	120-460
9	37	687	1458	42-238	37	2187	53-298	61	0	3038	126-476
10	38	744	1715	45-240	38	2573	56-300	64	0	3645	135-480
11	39	801	1985	46-241	39	2978	58-301	67	0	4288	138-482
12	40	868	2268	46-242	40	3402	58-303	70	0	4963	138-484
13	41	919	2350	47-243	41	3525	59-304	73	0	5670	141-486
14	42	972	2432	47-244	42	3648	59-305	76	0	5875	141-488
15	43	1029	2514	48-245	43	3771	60-306	75	0	6080	144-490
16	50	1086	2596	48-246	50	3894	60-308	100	0	6285	144-492
17	61	1146	2678	49-247	61	4017	61-309	114	87	6490	147-494
18	63	1202	2759	49-248	63	4139	61-310	116	174	6695	147-496
19	65	1254	2841	50-249	65	4262	63-311	118	261	6898	150-498
20	67	1310	2923	50-250	67	4385	63-313	119	348	7103	150-500
21	69	1363	3005	51-255	69	4508	64-319	121	435	7308	153-510
22	71	1415	3087	52-257	71	4631	65-321	123	522	7513	156-514
23	74	1483	3169	54-261	74	4754	68-326	127	609	7718	162-522
24	76	1535	3251	55-264	76	4877	69-330	129	696	7923	165-528
25	76	1602	3333	56-268	76	5000	70-335	129	783	8128	168-536
26	77	1666	3415	57-271	77	5123	71-339	131	870	8333	171-542
27	78	1741	3497	59-275	78	5246	74-344	133	957	8538	177-550
28	80	1822	3578	59-277	80	5367	74-346	135	1043	8743	177-554
29	81	1912	3660	60-282	81	5490	75-353	137	1130	8945	180-564
30	81	1991	3742	61-284	81	5613	76-355	137	1217	9150	183-568
31	82	2083	3824	63-288	82	5736	79-360	139	1304	9355	189-576
32	84	2187	3906	64-291	84	5859	80-364	140	1391	9560	192-582
33	85	2302	3988	65-295	85	5982	81-369	142	1478	9765	195-590
34	86	2403	4070	66-298	86	6105	83-373	143	1565	9970	198-596
35	87	2500	4152	68-302	87	6228	85-378	145	1652	10175	204-604
36	88	2592	4234	68-304	88	6351	85-380	147	1739	10380	204-608
37	89	2651	4316	69-307	89	6474	86-384	148	1826	10585	207-614
38	90	2713	4397	70-310	90	6596	88-388	150	1913	10790	210-620
39	91	2777	4479	71-312	91	6719	89-390	152	2000	10993	213-624
40	93	2848	4561	72-315	93	6842	90-394	153	2087	11198	216-630
41	94	2916	4643	73-318	94	6965	91-398	155	2174	11403	219-636
42	95	2966	4725	74-320	95	7088	93-400	157	2261	11608	222-640
43	97	3048	4807	75-323	97	7211	94-404	159	2348	11813	225-646
44	98	3125	4889	76-326	98	7334	95-408	161	2435	12018	228-652
45	100	3196	4971	77-329	100	7457	96-411	163	2522	12223	231-658
46	101	3240	5053	77-331	101	7580	96-414	165	2609	12428	231-662
47	103	3333	5135	78-334	103	7703	98-418	167	2696	12633	234-668
48	104	3383	5216	79-337	104	7824	99-421	169	2783	12838	237-674
49	105	3428	5298	80-339	105	7947	100-424	171	2870	13040	240-678
50	107	3496	5380	81-342	107	8070	101-428	173	2957	13245	243-684
51	112	3546	5462	82-345	112	8193	103-431	178	3043	13450	246-690
52	118	3597	5544	83-347	118	8316	104-434	183	3130	13655	249-694
53	123	3649	5626	84-350	123	8439	105-438	189	3217	13860	252-700
54	128	3676	5699	85-353	128	8549	106-441	194	3304	14065	255-706
55	131	3751	5753	86-356	131	8630	108-445	201	3391	14248	258-712
56	133	3817	5807	86-358	133	8711	108-448	208	3478	14383	258-716
57	138	3894	5861	87-361	138	8792	109-451	212	3565	14518	261-722
58	143	3947	5915	88-364	143	8873	110-455	217	3652	14653	264-728
59	145	4002	5969	89-366	145	8954	111-458	220	3739	14788	267-732
60	147	4083	6025	90-369	147	9038	113-461	222	3826	14923	270-738
61	149	4152	6082	91-372	149	9123	114-465	225	3913	15063	273-744
62	151	4224	6143	92-374	151	9215	115-468	228	4000	15205	276-748
63	153	4298	6204	93-377	153	9306	116-471	231	4087	15358	279-754
64	155	4336	6267	94-380	155	9401	118-475	233	4174	15510	282-760
65	157	4375	6331	95-383	157	9497	119-479	236	4261	15668	285-766

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Lvl	Hit % (all)	XP (all)	Reg. HP	Regular Damage	Reg. Def	Elite HP	Elite Damage	E, B Def	E, B Armor	Boss HP	Boss Damage
66	160	4414	6394	95-385	160	9591	119-481	239	4348	15828	285-770
67	162	4454	6457	96-388	162	9686	120-485	241	4435	15985	288-776
68	165	4495	6521	97-391	165	9782	121-489	244	4522	16143	291-782
69	163	4537	6584	98-393	163	9876	123-491	247	4609	16303	294-786
70	164	4568	6648	99-396	164	9972	124-495	250	4696	16460	297-792
71	166	4611	6716	100-399	166	10074	125-499	254	4783	16620	300-798
72	167	4654	6784	101-401	167	10176	126-501	257	4870	16790	303-802
73	168	4698	6854	102-404	168	10281	128-505	260	4957	16960	306-808
74	169	4742	6926	103-407	169	10389	129-509	264	5043	17135	309-814
75	171	4819	6998	104-410	171	10497	130-513	267	5130	17315	312-820
76	172	4878	7070	104-412	172	10605	130-515	271	5217	17495	312-824
77	174	4938	7142	105-415	174	10713	131-519	275	5304	17675	315-830
78	175	5000	7214	106-418	175	10821	133-523	279	5391	17855	318-836
79	177	5063	7286	107-420	177	10929	134-525	283	5478	18035	321-840
80	178	5123	7358	108-423	178	11037	135-529	288	5565	18215	324-846
81	178	5183	7383	109-426	178	11075	136-533	325	5652	18395	327-852
82	189	5243	7469	110-428	189	11204	138-535	338	5739	18458	330-856
83	199	5303	7556	111-431	199	11334	139-539	344	5826	18673	333-862
84	209	5363	7642	112-434	209	11463	140-543	349	5913	18890	336-868
85	209	5423	7728	113-437	209	11592	141-546	349	6000	19105	339-874





CREATURES

Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
acicular defender	Corellia	5	–	paralope	herb. (5)	wool. (3)	mamm. (2)	Melee|Tame (5%)|Aggro|Pack|Herd
adolescent krayt dragon	Tatooine	77	E	krayt dragon	carn. (1700)	brist. (950)	mamm. (905)	Melee|Aggro|Pack|Stalk|Killer!
adolescent pygmy torton	Rori	14	–	torton	carn. (500)	wool. (300)	mamm. (500)	Melee|Aggro|Pack|Herd
adult pygmy torton	Rori	17	–	torton	carn. (600)	wool. (400)	mamm. (600)	Melee|Aggro|Pack|Herd
aged lantern bird	Endor	31	–	lantern	–	leath. (41)	avian (46)	Melee|Tame (25%)|Herd
aggrivated kaadu trampler	Naboo	16	–	kaadu	avian (120)	leath. (85)	avian (70)	Melee|Tame (5%)|Aggro|Pack|Herd
agrilat rasp	Corellia	19	–	rasp	avian (3)	–	avian (2)	Melee|Tame (25%)
alpha bolma	Dathomir	33	–	bolma	wild (500)	leath. (550)	mamm. (500)	Melee|Aggro|Pack|Herd
alpha veermok	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (40)	Melee|Tame (10%)|Pack
ancient graul	Dantooine	52	–	graul	carn. (950)	leath. (875)	mamm. (775)	Melee|Aggro|Pack
ancient mamien	Yavin 4	22	–	marnien	wild (20)	wool. (20)	mamm. (20)	Melee|Aggro|Pack|Herd|Killer
ancient reptilian flier	Dathomir	22	–	reptilian flier	avian (135)	leath. (90)	avian (85)	Melee|Tame (25%)|Aggro|Pack
angler	Yavin 4	1	–	angler	–	–	–	Melee
angler	Yavin 4	22	–	angler	insect (4)	–	–	Poison|Tame (25%)|Aggro|Pack|Stalk
angler hatchling	Yavin 4	5	–	angler	insect (2)	–	–	Poison|Stalk
angler recluse	Yavin 4	26	–	angler	insect (2)	–	–	Poison|Aggro|Pack|Stalk
angry baz nitch avenger	Dathomir	22	–	baz nitch	wild (5)	leath. (2)	mamm. (2)	Spit; Melee|Aggro|Pack|Herd|Killer
arachne drone	Endor	54	–	arachne	–	–	–	Spit; Melee; Poison|Tame (10%)|Aggro|Pack
arachne fleshripper	Endor	64	–	arachne	–	–	–	Spit; Melee; Poison|Tame (5%)|Aggro|Pack|Killer!
arachne hatchling	Endor	54	–	arachne	insect (1)	–	–	Melee|Tame (10%)|Herd
arachne queen	Endor	65	–	arachne	insect (60)	–	–	Poison|Tame (5%)|Aggro|Pack|Herd|Killer
arachne warrior	Endor	63	–	arachne	–	–	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer!
arachne webmaster	Endor	62	–	arachne	insect (30)	–	–	Poison|Tame (25%)|Aggro|Pack|Herd|Killer
arachne widow	Endor	63	–	arachne	insect (30)	–	–	Poison|Tame (5%)|Aggro|Pack|Herd|Killer!

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
armodragon	Tatooine	25	–	dragonet	carn. (125)	brist. (75)	mamm. (68)	Spit|Tame (5%)|Aggro|Pack|Stalk
baby bol	Dantooine	10	–	bol	–	leath. (300)	mamm. (180)	Melee|Milk (D)|Herd
bachelor gualama	Naboo	12	–	gualama	wild (200)	wool. (150)	mamm. (90)	Melee|Tame (25%)|Pack
bageraset	Corellia	1	–	bageraset	–	–	–	Melee
bageraset	Corellia	8	–	bageraset	herb. (230)	leath. (130)	mamm. (80)	Spit|Milk (W)|Tame (25%)|Herd
bageraset bruiser	Corellia	9	–	bageraset	herb. (230)	leath. (130)	mamm. (80)	Spit|Tame (5%)|Pack
bantha	all	10	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)
bantha	Tatooine	1	–	bantha	–	–	–	Melee
bantha	Tatooine	8	–	bantha	herb. (450)	wool. (325)	mamm. (250)	Melee|Milk (W)|Tame (25%)|Herd
bantha	Tatooine	13	–	bantha	herb. (450)	wool. (325)	mamm. (250)	Melee|Milk (W)|Tame (25%)|Herd
bantha matriarch	Tatooine	15	–	bantha	herb. (485)	wool. (365)	mamm. (320)	Melee|Milk (W)|Tame (9%)|Herd
bark mite	Rori	8	–	bark mite	insect (5)	scale. (4)	mamm. (3)	Melee|Tame (25%)
bark mite burrower	Endor	54	–	bark mite	–	–	–	Disease|Tame (10%)|Aggro|Pack|Killer
bark mite burrower collector	Endor	53	–	bark mite	–	–	–	Melee|Tame (10%)|Aggro|Pack|Stalk
bark mite burrower drone	Endor	53	–	bark mite	–	–	–	Melee|Tame (10%)|Pack
bark mite burrower queen	Endor	56	–	bark mite	–	–	–	Spit; Melee; Disease|Tame (5%)|Pack|Killer
bark mite burrower swarmling	Endor	52	–	bark mite	–	–	–	Melee|Tame (10%)|Aggro|Pack
bark mite burrower worker	Endor	54	–	bark mite	–	–	–	Spit; Melee; Disease|Tame (10%)|Pack
bark mite hatchling	Rori	7	–	bark mite	insect (5)	–	–	Melee|Herd
baz nitch	Dathomir	22	–	baz nitch	wild (5)	leath. (2)	mamm. (2)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
bearded jax	Rori	1	–	jax	–	–	–	Melee
bearded jax	Rori	8	–	jax	herb. (15)	brist. (15)	mamm. (10)	Melee|Tame (25%)|Stalk
berserk kahmurra	Talus	19	–	kahmurra	herb. (50)	brist. (30)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack|Killer
bile-drenched quenker	Dantooine	36	–	quenker	–	–	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Herd
blackscale kamurith	Kash (SC)	68	E	Blackscale	carn. (90)	leath. (65)	avian (50)	Melee|Aggro|Pack
blight boar	Tatooine	9	–	zucca boar	herb. (65)	leath. (40)	mamm. (25)	Melee|Tame (5%)|Aggro|Pack
blister rot mite queen	Talus	14	–	decay mite	insect (10)	–	–	Spit; Melee; Disease|Aggro|Pack|Herd|Killer
bloated gubber	Corellia	2	–	gubbur	carn. (4)	leath. (3)	mamm. (3)	Melee|Herd
blood thirsty borgle	Rori	12	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Tame (25%)|Aggro|Pack|Killer
bloodclaw mouf	Kash (RT)	56	–	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
blood-drenched merek king	Endor	55	–	merek	–	leath. (55)	–	Melee|Aggro|Pack|Stalk|Herd|Killer!
blood-fanged gackle bat	Yavin 4	14	–	gacklebat	avian (9)	leath. (9)	avian (9)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
blood-frenzied boar wolf	Endor	68	–	boar wolf	–	–	–	Melee|Tame (10%)|Aggro|Killer!
bloodseeker mite	Endor	59	–	bloodseeker	–	–	–	Spit; Melee|Tame (10%)|Pack
bloodseeker mite drone	Endor	57	–	bloodseeker	–	–	–	Melee|Tame (10%)|Pack
bloodseeker mite guardian	Endor	58	–	bloodseeker	–	–	–	Spit; Melee; Disease|Tame (10%)|Aggro|Pack
bloodseeker mite hunter	Endor	59	–	bloodseeker	–	–	–	Spit; Melee|Tame (10%)|Aggro|Pack
bloodseeker mite queen	Endor	60	–	bloodseeker	–	–	–	Melee|Tame (5%)|Pack|Killer
blood-stained merek	Endor	52	–	merek	–	leath. (45)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Killer
bloodstained prowler	Corellia	21	–	wrix	carn. (70)	brist. (40)	mamm. (35)	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
blood-thirsty monarch	Corellia	20	–	Corellian butterfly	insect (27)	scale. (27)	–	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
blooming jax	Endor	32	–	jax	–	brist. (35)	mamm. (25)	Melee|Tame (20%)
blurrg	Endor	1	–	blurrg	–	–	–	Melee
blurrg	Endor	50	–	blurrg	–	–	–	Spit; Melee|Tame (10%)
blurrg hunter	Endor	53	–	blurrg	–	–	–	Spit; Melee|Tame (10%)|Aggro|Herd
blurrg pup	Endor	44	–	blurrg	–	–	–	Melee|Tame (10%)|Herd
blurrg raptor	Endor	50	E	blurrg	–	–	–	Spit; Melee; Poison|Tame (1%)|Aggro|Stalk|Killer!
blurrg sand crawler	Endor	58	–	blurrg	–	–	–	Spit; Melee|Tame (10%)
blurrg tracker	Endor	54	–	blurrg	–	–	–	Spit; Melee|Tame (10%)|Herd
blushing jax	Endor	32	–	jax	–	brist. (35)	mamm. (25)	Melee|Tame (20%)
boar wolf	Endor	1	–	boar wolf	–	–	–	Melee
boar wolf	Endor	65	–	boar wolf	–	–	–	Melee|Tame (25%)|Aggro|Pack
boar wolf cub	Endor	64	–	boar wolf	–	–	–	Melee|Tame (25%)
boar wolf ravager	Endor	65	–	boar wolf	–	–	–	Melee|Tame (25%)|Aggro|Pack|Killer!
bocatt	Tatooine	1	–	bocatt	–	–	–	Melee|Herd
bocatt	Tatooine	18	–	bocatt	rept. (100)	leath. (60)	mamm. (35)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
bol	Dantooine	1	–	bol	–	–	–	Melee
bol	Dantooine	38	–	bol	–	leath. (300)	mamm. (180)	Melee|Tame (25%)|Herd
bol	Dantooine	53	E	self	–	leath. (300)	mamm. (180)	Melee|Can't be harmed|Herd
bol pack runner	Dantooine	39	–	bol	–	leath. (300)	mamm. (180)	Melee|Tame (25%)|Herd
bolle bol	Naboo	1	–	bolle bol	–	–	–	Melee
bolle bol	Naboo	16	–	bolle bol	herb. (450)	leath. (300)	mamm. (180)	Melee|Milk (W)|Tame (25%)|Pack|Herd
bolle bol bark biter	Endor	59	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Tame (25%)|Pack|Herd
bolle bol calf	Endor	57	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Milk (D)|Tame (25%)|Herd
bolle bol colt	Endor	57	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Tame (25%)|Pack|Herd
bolle bol female	Endor	59	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Milk (W)|Tame (25%)|Pack|Herd
bolle bol herd leader	Endor	59	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Tame (10%)|Pack|Herd
bolle bol male	Endor	58	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Tame (25%)|Pack|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
bolle bol stomper	Endor	60	–	bolle bol	–	leath. (300)	mamm. (180)	Melee|Tame (10%)|Pack|Herd
bolma	Dathomir	1	–	bolma	–	–	–	Melee
bolma	Dathomir	18	–	bolma	–	leath. (160)	mamm. (150)	Melee|Milk (W)|Pack|Herd
bolma calf	Dathomir	19	–	bolma	wild (175)	leath. (160)	mamm. (150)	Melee|Milk (W)|Herd
bolma female	Dathomir	23	–	bolma	wild (300)	leath. (320)	mamm. (300)	Melee|Milk (W)|Pack|Herd
bolma male	Dathomir	27	–	bolma	wild (320)	leath. (340)	mamm. (320)	Melee|Tame (25%)|Pack|Herd
bolma pack master	Dathomir	22	–	bolma	–	leath. (160)	mamm. (150)	Melee|Pack
Bolma Prime	Dathomir	36	–	bolma	wild (500)	leath. (550)	mamm. (500)	Melee|Tame (5%)|Aggro|Pack|Herd
bolma youth	Dathomir	17	–	bolma	–	leath. (160)	mamm. (150)	Melee|Milk (W)|Herd
bolotaur	all	10	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee
bolotaur	Kashyyyk	25	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
bolotaur	Kash (Ka)	26	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
bolotaur darkgnasher	Kash (RT)	52	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack|Stalk
bolotaur fleshripper	Kash (Ka)	28	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
bolotaur fleshripper	Kash (Ka)	30	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
bone angler	Yavin 4	27	–	angler	insect (4)	–	–	Poison|Tame (5%)|Aggro|Pack|Stalk
bonecracker bantha	Tatooine	21	–	bantha	herb. (475)	wool. (345)	mamm. (300)	Melee|Tame (5%)|Aggro|Pack|Herd
Bonecrusher	Kash (Ka)	27	–	walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
bone-gouged bolotaur	Kash (RT)	52	–	bolotaur	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack|Stalk
bordok	Endor	1	–	bordok	–	–	–	Melee|Killer
bordok ancient	Endor	49	–	bordok	–	–	–	Melee|Milk (D)|Tame (5%)|Pack
bordok foal	Endor	43	–	bordok	–	–	–	Melee|Milk (D)|Tame (10%)|Herd
bordok herd master	Endor	46	–	bordok	–	–	–	Melee|Tame (20%)|Pack|Herd
bordok mare	Endor	46	–	bordok	–	–	–	Melee|Tame (20%)|Aggro|Pack|Killer
borgle	Rori	9	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Tame (25%)|Aggro|Pack
borgle harvester	Rori	10	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Tame (25%)|Pack
borgle life sapper	Endor	52	–	borgle	–	leath. (5)	avian (5)	Spit; Melee; Poison|Tame (20%)|Aggro|Pack|Stalk|Killer
borgle matriarch	Rori	13	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Pack|Killer
borgle protector	Rori	12	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Tame (25%)|Aggro|Pack
bounding jax	Endor	25	–	jax	–	brist. (35)	mamm. (25)	Melee|Tame (20%)
brackaset	Dathomir	1	–	brackaset	–	–	–	Melee
brackaset	Dathomir	26	–	brackaset	wild (100)	leath. (91)	mamm. (81)	Melee|Milk (W)|Tame (25%)|Pack|Herd
brackaset female	Dathomir	27	–	brackaset	wild (100)	leath. (90)	mamm. (80)	Melee|Milk (W)|Tame (25%)|Pack|Herd
brackaset male	Dathomir	30	–	brackaset	wild (100)	leath. (91)	mamm. (81)	Melee|Tame (25%)|Pack|Herd
Brightclaw (a mouf)	Kash (Et)	47	E	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
bull bantha	Tatooine	15	–	bantha	herb. (475)	wool. (345)	mamm. (300)	Melee|Tame (25%)|Pack|Herd
bull Kashyyyk bantha	Kash (Ka)	30	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Pack
bull rancor	Dathomir	61	–	rancor	carn. (1020)	leath. (900)	mamm. (850)	Spit; Melee; Poison|Tame (0.1%)|Aggro|Pack|Killer
bull ronto	Tatooine	18	–	ronto	herb. (465)	leath. (320)	mamm. (200)	Melee|Tame (25%)
cannibal dewback	Tatooine	15	–	self	rept. (340)	leath. (260)	mamm. (185)	Melee|Tame (10%)|Aggro|Stalk
canoid	Corellia	14	–	canoid	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
canoid hunter	Corellia	14	–	canoid	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd|Killer
canoid pack leader	Corellia	15	–	canoid	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd|Killer
canyon krayt dragon	Tatooine	78	E	krayt dragon	carn. (1250)	brist. (750)	mamm. (675)	Melee|Aggro|Pack|Stalk|Killer!
capper spineflap	Naboo	2	–	capper spineflap	insect (3)	scale. (5)	avian (3)	Melee|Tame (25%)
capper spineflap drone	Naboo	2	–	capper spineflap	insect (6)	scale. (10)	avian (6)	Melee|Tame (25%)
carnivorous nuna	Naboo	13	–	self	avian (5)	leath. (5)	avian (2)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
carrion spat	Corellia	1	–	carrion spat	–	–	–	Melee
carrion spat	Corellia	10	–	carrion spat	avian (260)	–	avian (180)	Melee|Tame (25%)
carrion spat corpsereaver	Corellia	10	–	carrion spat	avian (260)	–	avian (180)	Melee|Tame (5%)|Killer
cave beetle	Tatooine	20	–	rock beetle	insect (6)	scale. (8)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Killer
cavern spider	Dathomir	26	–	spider nightsister (")	insect (35)	–	–	Melee; Poison|Aggro|Pack|Stalk|Killer
cavern spider broodling	Dathomir	5	–	spider nightsister (")	insect (15)	–	–	Melee|Stalk|Killer
cavern spider hunter	Dathomir	45	–	spider nightsister (")	insect (35)	–	–	Spit; Melee; Poison|Aggro|Pack|Stalk|Killer
cavern spider queen	Dathomir	42	–	spider nightsister (")	insect (40)	–	–	Poison|Aggro|Pack|Stalk|Killer
charred krevol	Rori	15	–	krevol	insect (10)	scale. (15)	–	Spit; Melee|Tame (25%)
chasmal spider	Dathomir	31	–	gaping	insect (8)	–	–	Poison|Tame (5%)|Aggro|Pack
choku	Yavin 4	1	–	choku	–	–	–	Melee
choku	Yavin 4	16	–	choku	avian (10)	–	avian (8)	Melee|Tame (25%)|Aggro|Pack|Stalk
choku female	Yavin 4	13	–	choku	avian (10)	–	avian (8)	Melee|Tame (25%)|Pack|Stalk
choku hunter	Yavin 4	13	–	choku	avian (10)	–	avian (8)	Melee|Tame (25%)|Aggro|Pack|Stalk
choku male	Yavin 4	18	–	choku	avian (10)	–	avian (8)	Melee|Tame (25%)|Aggro|Pack|Stalk
choku packmaster	Yavin 4	21	–	choku	avian (10)	–	avian (8)	Melee|Tame (5%)|Aggro|Pack|Stalk
choku pup	Yavin 4	5	–	choku	avian (7)	–	avian (5)	Melee|Pack|Stalk
chuba	Naboo	1	–	chuba	herb. (5)	leath. (3)	–	Melee|Tame (25%)|Herd
city Rockmite	Tatooine	3	–	rockmite	insect (3)	scale. (4)	–	Melee|Tame (25%)|Herd
city sewer Swamprat	Tatooine	2	–	womp rat lesser desert	wild (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Herd
clipped fynock	Talus	7	–	fynock	avian (20)	leath. (30)	avian (7)	Melee

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
confused wood mite hatchling	Rori	7	–	bark mite	insect (5)	–	–	Melee|Herd
corellian butterfly	Corellia	4	–	Corellian butterfly	insect (3)	scale. (4)	–	Melee|Tame (25%)
corellian butterfly defender	Corellia	18	–	Corellian butterfly	insect (16)	scale. (16)	–	Spit; Melee|Tame (25%)|Pack|Herd
corellian butterfly drone	Corellia	1	–	Corellian butterfly	insect (3)	scale. (4)	–	Melee|Tame (10%)
corellian butterfly monarch	Corellia	20	–	Corellian butterfly	insect (27)	scale. (27)	–	Melee|Tame (5%)|Pack|Herd|Killer
corellian butterfly warrior	Corellia	18	–	Corellian butterfly	insect (12)	scale. (12)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Herd
corellian butterfly worker	Corellia	7	–	Corellian butterfly	insect (8)	scale. (8)	–	Melee|Tame (25%)|Herd
cowardly gurreck	Endor	32	–	gurreck	–	–	–	Melee|Tame (20%)
craggy bolma	Dathomir	47	–	bolma	wild (500)	leath. (550)	mamm. (500)	Melee|Tame (15%)|Aggro|Pack|Herd|Killer
crazed durni	Corellia	8	–	self	herb. (5)	wool. (3)	mamm. (2)	Melee|Tame (25%)|Aggro
crazed gurk destroyer	Lok	43	–	gurk	–	leath. (275)	mamm. (300)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
crazed gurreck	Endor	32	–	gurreck	–	–	–	Melee|Tame (20%)|Aggro|Pack|Killer
crazed roba	Talus	11	–	self	carn. (12)	leath. (18)	mamm. (12)	Melee|Tame (25%)|Aggro|Pack|Killer
crazed webweaver	Kash (Et)	48	–	Etyyy webweaver	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
crescent rasp	Rori	4	–	rasp	avian (10)	–	avian (2)	Melee|Herd
crimson blurrg	Endor	60	–	blurrg	–	–	–	Spit; Melee|Tame (10%)|Herd
crimson razor cat	Corellia	24	–	razor cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Pack|Killer
crystal snake	Yavin 4	25	–	crystal snake	carn. (5)	scale. (2)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack
cu pa	Tatooine	1	–	cu pa	–	–	–	Melee
cu pa	Tatooine	10	–	cu pa	rept. (215)	brist. (100)	mamm. (115)	Spit; Melee|Milk (W)|Tame (25%)|Herd
cyborg bol	Dantooine	53	E	warren cyborg (")	wild (100)	leath. (100)	–	Melee|Aggro|Pack|Killer
cyborg dune lizard	Dantooine	50	E	warren cyborg (")	wild (70)	leath. (70)	–	Melee|Aggro|Pack|Killer
cyborg huurton	Dantooine	51	E	warren cyborg (")	wild (70)	leath. (70)	–	Melee|Aggro|Pack|Killer
cyborg slice hound	Dantooine	51	E	warren cyborg (")	wild (70)	leath. (70)	–	Melee|Aggro|Pack|Killer
cyborg tusk cat	Dantooine	51	E	warren cyborg (")	wild (70)	leath. (70)	–	Melee|Aggro|Pack|Killer
cyst-covered rot mite guard	Corellia	13	–	decay mite	insect (9)	–	–	Disease|Tame (25%)|Aggro|Pack|Herd
dalyrake	Corellia	1	–	dalyrake	–	–	–	Melee
dalyrake	Corellia	15	–	dalyrake	insect (25)	scale. (45)	–	Melee|Tame (25%)|Pack
dalyrake harvester	Corellia	20	–	dalyrake	insect (25)	scale. (45)	–	Melee|Tame (25%)|Pack
dalyrake matriarch	Corellia	15	–	dalyrake	insect (35)	scale. (60)	–	Spit; Melee; Poison|Tame (10%)|Pack
dappled gualama	Naboo	12	–	gualama	herb. (200)	wool. (150)	mamm. (90)	Melee|Milk (W)|Tame (25%)|Pack
dashing vir vur	Rori	11	–	vir vur	avian (10)	–	mamm. (2)	Melee|Tame (25%)|Herd
deadly forest mite guardian	Rori	16	–	bark mite	insect (12)	–	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
deadly hooded rawl	Naboo	9	–	rawl fanned	rept. (25)	scale. (15)	mamm. (7)	Poison|Tame (5%)|Aggro|Pack|Killer
deadly tanc mite	Yavin 4	12	–	tank mite	insect (4)	–	–	Melee|Tame (5%)|Aggro|Herd
death kreetle	Tatooine	7	–	uber kreetle	insect (3)	scale. (4)	–	Melee|Aggro|Herd|Killer
deathspine varactyl	Kash (Ka)	28	–	varactyl (Kachirho)	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
Deathswarm	Kash (My)	36	E	Myyydril beetle	insect (30)	scale. (45)	–	Melee|Tame (5%)|Aggro|Killer
decay mite	Talus	7	–	decay mite	insect (4)	scale. (3)	–	Melee|Tame (25%)|Herd
delirious merek avenger	Endor	57	–	merek	–	leath. (45)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
demolishing snorbal titan	Lok	41	–	snorbal	herb. (570)	leath. (455)	mamm. (420)	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
deranged mantigrue	Endor	40	–	mantigrue	–	–	–	Melee|Tame (10%)|Aggro|Pack
deranged ravisher	Endor	31	–	Endor squill	–	–	–	Disease|Tame (5%)|Aggro|Pack|Herd
deranged squall	Rori	15	–	self	herb. (10)	brist. (15)	mamm. (10)	Melee|Tame (25%)|Aggro
deranged wrix	Corellia	17	–	self	carn. (55)	brist. (35)	mamm. (25)	Melee|Aggro
desert eopie	Tatooine	16	–	eopie	herb. (300)	leath. (225)	mamm. (125)	Melee|Milk (W)|Tame (25%)|Pack
desert gurreck charger	Endor	59	–	gurreck	–	–	–	Melee|Tame (10%)|Aggro|Pack
desert razorback	Tatooine	23	–	zucca boar	herb. (65)	leath. (40)	mamm. (25)	Melee|Tame (25%)
desert scavenger	Endor	52	–	borgle	–	leath. (5)	avian (5)	Melee|Tame (20%)|Aggro|Pack
desert squill	Tatooine	19	–	self	carn. (4)	leath. (4)	mamm. (3)	Melee|Tame (25%)|Aggro|Pack
desert vesp	Lok	30	–	vesp	rept. (15)	leath. (6)	–	Poison|Tame (25%)|Aggro|Pack
devil gulginaw	Corellia	17	–	gulginaw	avian (70)	–	avian (35)	Spit; Melee|Tame (25%)|Aggro|Pack|Herd|Killer!
dewback	Tatooine	1	–	dewback	–	–	–	Melee
dewback	Tatooine	17	–	dewback	rept. (350)	leath. (275)	mamm. (200)	Melee|Tame (25%)
diminutive bounding jax	Endor	26	–	jax	–	brist. (35)	mamm. (25)	Melee|Tame (5%)|Aggro|Pack
Dim-U bantha	Tatooine	3	–	Dim-U	herb. (450)	wool. (325)	mamm. (250)	Melee|Milk (W)|Herd
dine lizard	Dantooine	51	E	self	carn. (85)	brist. (50)	mamm. (35)	Melee|Can't be harmed|Herd|Killer
dire cat	Corellia	12	–	dire cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
diseased blurrg	Endor	54	–	self	–	–	–	Disease|Tame (10%)|Aggro
diseased bocatt	Tatooine	5	–	bocatt	wild (6)	leath. (5)	mamm. (4)	Disease|Aggro|Stalk
diseased nuna	Naboo	2	–	self	avian (3)	leath. (4)	avian (2)	Disease
diseased uller	Kash (Et)	43	–	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
diseased vrelt	Corellia	5	–	vrelt	wild (4)	leath. (3)	mamm. (2)	Disease|Tame (25%)|Aggro
diseased vrelt matriarch	Corellia	6	–	vrelt	carn. (10)	brist. (10)	mamm. (10)	Spit; Disease|Tame (25%)|Aggro|Herd|Killer
disturbed bolma	Dathomir	24	–	self	–	leath. (160)	mamm. (150)	Melee|Aggro|Pack|Herd
docile kahmurra	Talus	8	–	self	herb. (45)	brist. (27)	mamm. (32)	Melee|Milk (D)
domestic bageraset	Corellia	5	–	self	herb. (240)	leath. (145)	mamm. (104)	Teräs Käsi 2|Milk (D)
domestic bearded jax	Rori	1	–	self	dom. (11)	brist. (16)	mamm. (11)	Melee|Stalk|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
domestic bol mount	Dantooine	31	–	self	–	leath. (300)	mamm. (180)	Melee|Herd
domestic eopie	Tatooine	1	–	eopie	dom. (335)	leath. (260)	mamm. (190)	Melee|Milk (D)|Herd
domestic humbaba	Corellia	4	–	self	dom. (215)	leath. (115)	mamm. (65)	Melee|Milk (D)|Herd
domestic krahbu	Corellia	4	–	self	herb. (230)	brist. (160)	mamm. (145)	Melee|Milk (D)|Herd
domestic tusk cat	Naboo	18	–	Naboo (")	carn. (75)	brist. (45)	mamm. (40)	Melee
domesticated blurrg	Endor	20	–	self	–	–	–	Melee|Herd
domesticated brackaset	Dathomir	23	–	self	wild (100)	leath. (90)	mamm. (80)	Melee|Milk (D)
domesticated gurnaset	Lok	12	–	self	herb. (352)	leath. (279)	mamm. (304)	Spit; Melee|Milk (D)|Herd
domesticated merek	Endor	50	–	self	–	leath. (45)	–	Spit; Melee
domesticated mott	Naboo	1	–	self	dom. (95)	leath. (65)	mamm. (30)	Melee|Herd
domesticated snorbal	Lok	30	–	domestic snorbal	herb. (545)	leath. (440)	mamm. (400)	Melee|Milk (D)|Herd
dragonet	Tatooine	24	–	dragonet	carn. (125)	brist. (75)	mamm. (68)	Spit|Tame (25%)|Aggro|Pack|Stalk
dreaded vir vur	Rori	39	–	vir vur	avian (25)	–	mamm. (16)	Melee|Tame (20%)|Aggro|Pack|Stalk|Killer
drooling nuna	Tatooine	2	–	dwarf nuna	avian (2)	leath. (3)	avian (1)	Melee|Tame (5%)|Aggro|Herd
dune bantha	Tatooine	20	–	bantha	herb. (375)	wool. (275)	mamm. (175)	Melee|Milk (W)|Tame (25%)|Pack|Herd
dune beetle	Tatooine	9	–	giant sand beetle	insect (6)	scale. (8)	–	Spit|Tame (25%)|Killer
dune lizard	Tatooine	1	–	dune lizard	–	–	–	Melee|Killer
dune lizard	Tatooine	17	–	dune lizard	carn. (85)	brist. (50)	mamm. (35)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
dung mite	Talus	13	–	decay mite	insect (9)	scale. (6)	–	Melee|Tame (25%)|Pack|Herd
dung mite worker	Corellia	13	–	decay mite	insect (11)	–	–	Spit; Melee; Disease|Tame (25%)|Aggro|Pack|Herd
durni	Corellia	1	–	durni	–	–	–	Melee
durni	Corellia	4	–	durni	herb. (5)	wool. (3)	mamm. (2)	Melee|Tame (25%)
dusk vir vur	Rori	15	–	vir vur	avian (10)	–	mamm. (2)	Melee|Tame (25%)|Stalk
dwarf bantha	Tatooine	10	–	bantha	herb. (300)	wool. (200)	mamm. (100)	Melee|Milk (D)|Tame (10%)|Herd
dwarf eopie	Tatooine	1	–	eopie	herb. (230)	leath. (180)	mamm. (110)	Melee|Milk (W)|Tame (10%)
dwarf gronda	Corellia	10	–	gronda	carn. (280)	leath. (170)	mamm. (90)	Melee|Tame (25%)|Herd
dwarf nuna	Tatooine	1	–	dwarf nuna	avian (2)	leath. (3)	avian (1)	Melee|Tame (25%)|Herd
elder gronda	Corellia	18	–	gronda	carn. (360)	leath. (270)	mamm. (180)	Melee|Tame (25%)|Pack|Herd|Killer
elder gualama	Naboo	13	–	gualama	wild (200)	wool. (150)	mamm. (90)	Melee|Tame (10%)|Pack
elder hanadak matriarch	Endor	38	–	hanadak	carn. (35)	brist. (35)	mamm. (35)	Melee|Tame (10%)|Aggro|Pack|Herd|Killer
elder mamien	Yavin 4	19	–	marnien	wild (18)	wool. (18)	mamm. (18)	Melee|Aggro|Pack|Herd
elder pugoriss	Rori	16	–	pugoriss	carn. (35)	leath. (40)	mamm. (45)	Melee|Herd
elder pulverizer	Naboo	17	–	bolle bol	herb. (450)	leath. (300)	mamm. (180)	Melee|Tame (5%)|Aggro|Pack|Herd
elder snorbal female	Lok	35	–	snorbal	herb. (570)	leath. (455)	mamm. (420)	Melee|Milk (W)|Pack|Herd
elder snorbal male	Lok	37	–	snorbalmale	herb. (570)	leath. (455)	mamm. (420)	Melee|Pack|Herd
elder squall	Endor	40	–	squall	–	brist. (12)	mamm. (8)	Melee|Tame (20%)|Herd
elder uller	Kash (Et)	45	–	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
elder walluga	Kash (Et)	46	–	Etyyy walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
elder zucca boar	Tatooine	8	–	zucca boar	herb. (65)	leath. (40)	mamm. (25)	Melee|Tame (10%)
enraged bull rancor	Dathomir	85	–	rancor	carn. (880)	leath. (750)	mamm. (670)	Melee|Aggro|Pack|Killer!
enraged defender	Dantooine	44	–	piket	–	–	–	Melee|Tame (5%)|Aggro|Pack
enraged rancor	Dathomir	76	–	rancor	carn. (950)	leath. (878)	mamm. (778)	Melee|Aggro|Pack|Killer!
enraged reptilian flier	Dathomir	23	–	reptilian flier	avian (135)	leath. (90)	avian (85)	Melee|Tame (25%)|Aggro|Pack
enraged tabage mother	Corellia	16	–	tabage	carn. (16)	brist. (16)	mamm. (16)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
enraged tybis	Yavin 4	26	–	tybis	herb. (220)	brist. (160)	mamm. (105)	Melee|Aggro|Pack|Herd
enraged wood mite king	Rori	18	–	bark mite	insect (15)	–	–	Spit|Aggro|Pack|Herd|Killer
eopie	Tatooine	1	–	eopie	–	–	–	Melee
eopie	Tatooine	4	–	eopie	herb. (315)	leath. (250)	mamm. (150)	Melee|Milk (W)|Tame (25%)|Herd
eopie herdmaster	Tatooine	5	–	eopie	herb. (315)	leath. (250)	mamm. (150)	Melee|Tame (5%)|Pack|Herd
erratic swirl prong	Endor	35	–	swirl prong	–	–	–	Melee|Tame (20%)|Herd
falumpaset	Naboo	1	–	falumpaset	–	–	–	Melee
falumpaset	Naboo	15	–	falumpaset	herb. (230)	leath. (130)	mamm. (80)	Melee|Milk (W)|Tame (25%)|Herd
fambaa	Naboo	1	–	fambaa	–	–	–	Melee
fambaa	Naboo	22	–	fambaa	rept. (1250)	leath. (750)	mamm. (675)	Melee|Milk (W)|Tame (20%)|Pack|Herd
famished sludge panther	Talus	19	–	sludge panther	carn. (40)	leath. (35)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack
fanned rawl	Naboo	8	–	rawl fanned	rept. (25)	scale. (15)	mamm. (7)	Melee|Tame (25%)
feared fynock youth	Talus	3	–	fynock	avian (3)	–	avian (3)	Melee|Herd
fearful fynock youth	Talus	1	–	fynock	avian (1)	–	avian (1)	Melee|Herd
feeble kima	Talus	10	–	kima	herb. (5)	brist. (7)	mamm. (5)	Melee|Herd
female dire cat	Corellia	8	–	dire cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Herd|Killer
female forest slice hound	Corellia	15	–	slice hound [forest]	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
female grassland slice hound	Corellia	14	–	slice hound [grassland]	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Herd
female kai tok	Rori	11	–	kai tok	carn. (25)	leath. (41)	avian (46)	Spit; Melee|Tame (25%)
female Kwi	Dathomir	7	–	kwi	herb. (100)	leath. (86)	mamm. (76)	Spit; Melee|Herd
female langlatch	Lok	11	–	langlatch	carn. (11)	wool. (10)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack
female malkloc plainswalker	Dathomir	76	–	malkloc plainswalker	herb. (2000)	leath. (1800)	mamm. (1350)	Melee|Herd|Killer!
female mamien	Yavin 4	16	–	marnien	wild (45)	wool. (20)	mamm. (20)	Melee|Pack
female mawgax	Yavin 4	23	–	mawgax	dom. (115)	leath. (72)	avian (52)	Melee|Pack|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
female mountain squill	Tatooine	24	–	mountain squill	carn. (4)	leath. (3)	mamm. (2)	Melee|Tame (25%)|Aggro|Pack
female narglatch	Naboo	22	E	narglatch	carn. (65)	brist. (35)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
female plains tusk cat	Naboo	16	–	tusk cat	carn. (70)	brist. (40)	mamm. (35)	Melee|Tame (25%)|Aggro|Stalk|Killer
female razor cat	Corellia	23	–	razor cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
female roba	Talus	16	–	roba	carn. (10)	leath. (15)	mamm. (10)	Melee|Tame (25%)|Pack|Herd
female slice hound	Corellia	5	–	slice hound	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
female snorbal calf	Lok	18	–	snorbal	herb. (500)	leath. (400)	mamm. (350)	Melee|Milk (W)|Herd
female squall	Rori	8	–	squall	herb. (8)	brist. (12)	mamm. (8)	Melee|Tame (25%)|Herd
female swamp tusk cat	Naboo	16	–	swamp tusk cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
female tybis	Yavin 4	22	–	tybis	herb. (220)	brist. (160)	mamm. (105)	Melee|Milk (W)|Herd
feral bantha	Tatooine	15	–	bantha	herb. (415)	wool. (305)	mamm. (215)	Melee|Tame (25%)|Aggro|Pack|Killer
feral forest mite king	Rori	24	–	bark mite	insect (20)	–	–	Spit; Melee|Aggro|Herd|Killer
feral gurk	Lok	35	–	self	herb. (350)	leath. (275)	mamm. (300)	Melee|Aggro|Stalk
feral mutant gackle stalk	Yavin 4	13	–	gacklebat	avian (9)	leath. (9)	avian (9)	Disease|Aggro|Stalk|Herd
feral orphan	Corellia	13	–	dire cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (5%)|Aggro|Pack|Herd
ferine razorfang	Talus	19	–	kima	herb. (7)	brist. (8)	mamm. (7)	Melee|Tame (5%)|Aggro|Pack|Killer
fern bicker	Kash (Ka)	17	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee
ferocious kusak	Lok	20	–	kusak	carn. (21)	brist. (10)	mamm. (11)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
festering dung mite queen	Talus	18	–	decay mite	insect (13)	–	–	Disease|Aggro|Pack|Herd|Killer
festering squill	Endor	64	–	Endor squill	–	–	–	Disease|Tame (25%)|Aggro|Pack|Herd|Killer!
fierce borgle	Endor	50	–	borgle	–	leath. (5)	avian (5)	Melee|Tame (20%)|Aggro|Pack|Killer
fierce huurton	Dantooine	53	E	warren huurton (")	wild (25)	–	mamm. (25)	Melee|Aggro|Pack|Killer
fierce piket protector	Dantooine	43	–	piket	–	–	–	Melee|Tame (10%)|Pack|Killer
flesh eating chuba	Naboo	2	–	self	carn. (4)	leath. (3)	–	Melee|Tame (25%)
flewt	Naboo	4	–	flewt	insect (3)	scale. (5)	avian (3)	Melee|Tame (25%)|Herd
flewt leviathan	Naboo	4	–	flewt	insect (3)	scale. (5)	avian (3)	Melee|Tame (5%)|Aggro|Pack|Herd
flit	Lok	5	–	flit	avian (9)	–	avian (10)	Melee|Tame (25%)
flit bloodsucker	Lok	7	–	flit	avian (9)	–	avian (10)	Melee|Tame (25%)|Aggro|Pack
flit harasser	Lok	8	–	flit	avian (9)	–	avian (10)	Melee|Tame (25%)|Aggro|Pack
flit youth	Lok	2	–	flit	avian (5)	–	avian (5)	Melee
flite rasp	Talus	5	–	rasp	avian (11)	–	avian (3)	Melee|Herd
flite rasp	Talus	5	–	rasp	avian (19)	–	avian (9)	Melee|Herd
foaming vynock	Talus	14	–	foaming vynock	herb. (50)	leath. (70)	mamm. (20)	Melee|Aggro|Pack|Killer
forest mite	Rori	14	–	bark mite	insect (5)	scale. (4)	–	Spit; Melee|Tame (25%)
forest murra	Corellia	10	–	self	herb. (75)	brist. (35)	mamm. (30)	Melee|Milk (W)|Tame (25%)|Herd
forest slice hound	Corellia	17	–	slice hound [forest]	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
foul desecrator	Dathomir	60	–	kamurith	carn. (90)	leath. (65)	avian (50)	Disease|Tame (5%)|Aggro|Pack|Killer!
fragile Kreetle	Tatooine	1	–	kreetle	insect (1)	scale. (2)	–	Melee|Tame (25%)|Herd
frail squall	Rori	2	–	squall	herb. (4)	brist. (3)	mamm. (3)	Melee|Tame (25%)
frenzied choku	Yavin 4	21	–	choku	avian (10)	–	avian (8)	Disease|Tame (25%)|Aggro|Pack|Stalk
frenzied fynock guardian	Talus	11	–	fynock	avian (8)	–	avian (8)	Melee|Tame (25%)|Aggro|Pack|Herd
frenzied graul	Dantooine	51	–	graul	carn. (1025)	leath. (950)	mamm. (855)	Melee|Tame (5%)|Aggro|Pack|Killer!
frenzied kahmurra	Talus	33	–	kahmurra	herb. (50)	brist. (30)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack|Killer
frenzied walluga	Kash (Et)	48	E	Etyyy walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
frightened borgle	Rori	5	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee|Tame (25%)|Herd
frightened young flewt	Naboo	3	–	flewt	avian (1)	leath. (1)	avian (1)	Melee|Tame (25%)|Herd
furious devastator	Naboo	23	–	fambaa	rept. (1250)	leath. (750)	mamm. (675)	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
furious ronto	Tatooine	18	–	ronto	herb. (465)	leath. (320)	mamm. (200)	Melee|Tame (5%)|Aggro
fuzzy jax	Rori	10	–	jax	herb. (11)	brist. (16)	mamm. (11)	Melee|Tame (25%)|Stalk|Herd
fynock	Talus	11	–	fynock	avian (22)	leath. (33)	avian (10)	Melee|Tame (25%)
gackle bat	Yavin 4	8	–	gacklebat	carn. (4)	brist. (2)	mamm. (3)	Melee|Tame (25%)|Aggro|Pack
gackle bat hunter	Yavin 4	15	–	gacklebat	carn. (4)	brist. (2)	mamm. (3)	Melee|Tame (25%)|Aggro|Pack
gackle bat myrmidon lord	Yavin 4	20	–	gacklebat	avian (10)	leath. (10)	avian (10)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
gaping spider	Dathomir	26	–	gaping	insect (8)	–	–	Poison|Tame (25%)|Aggro|Pack|Stalk|Killer
gaping spider broodling	Dathomir	5	–	gaping	insect (5)	–	–	Poison|Stalk
gaping spider hunter	Dathomir	45	–	gaping	insect (9)	–	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Killer!
gaping spider queen	Dathomir	42	–	gaping	insect (12)	–	–	Spit; Melee; Poison|Tame (5%)|Aggro|Pack|Stalk|Killer
gaping spider recluse	Dathomir	45	–	gaping recluse	insect (11)	–	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Killer
gaping spider recluse queen	Dathomir	66	–	gaping recluse	insect (11)	–	–	Spit; Melee; Poison|Aggro|Pack|Stalk|Killer
genetically-enhanced kahmurra	Talus	30	–	kahmurra	herb. (50)	brist. (30)	mamm. (35)	Melee|Milk (W)|Tame (25%)|Aggro|Pack|Killer
giant angler	Yavin 4	35	–	angler	insect (3)	–	–	Spit; Melee; Poison|Tame (20%)|Aggro|Pack|Stalk
giant baz nitch	Dathomir	35	–	baz nitch	wild (9)	leath. (5)	mamm. (5)	Melee|Aggro|Pack|Herd|Killer
giant canyon krayt dragon	Tatooine	80	E	krayt dragon	carn. (1500)	brist. (870)	mamm. (805)	Melee|Aggro|Pack|Stalk|Killer!
giant carrion spat	Corellia	15	–	carrion spat	avian (350)	–	avian (295)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
giant cave veermok	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack|Killer
giant crystal snake	Yavin 4	31	–	crystal snake	carn. (7)	scale. (4)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack
giant dalyrake	Corellia	21	–	dalyrake	insect (60)	scale. (90)	–	Poison|Tame (25%)|Aggro|Pack
giant decay mite guardian	Talus	20	–	decay mite	insect (22)	–	–	Poison|Aggro|Pack

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
giant decay mite harvester	Talus	9	–	decay mite	insect (12)	–	–	Melee|Pack
giant decay mite hatchling	Talus	2	–	decay mite	insect (5)	–	–	Disease
giant decay mite protector	Talus	11	–	decay mite	insect (16)	–	–	Melee|Pack
giant decay mite queen	Talus	22	–	decay mite	insect (28)	–	–	Disease|Aggro|Pack
giant decay mite sentry	Talus	16	–	decay mite	insect (15)	–	–	Spit; Melee; Disease|Aggro|Pack
giant decay mite soldier	Talus	14	–	decay mite	insect (18)	–	–	Melee|Aggro|Pack
giant fanned rawl	Naboo	10	–	rawl fanned	rept. (25)	scale. (15)	mamm. (7)	Poison
giant flit	Lok	18	–	flit	avian (11)	–	avian (13)	Melee|Tame (25%)|Aggro|Pack
giant fynock	Talus	42	–	fynock	avian (70)	leath. (50)	avian (55)	Spit; Melee|Aggro|Pack|Killer
giant gackle bat	Yavin 4	24	–	gacklebat	carn. (7)	brist. (5)	mamm. (6)	Melee|Tame (25%)|Aggro|Pack
giant gubbur	Corellia	5	–	gubbur	carn. (10)	leath. (15)	mamm. (15)	Melee|Aggro|Pack|Herd
giant horned krevol	Corellia	6	–	horned krevol	insect (10)	–	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Herd
giant mawgax	Yavin 4	32	–	mawgax	dom. (130)	leath. (85)	avian (70)	Melee|Tame (20%)|Herd
giant mutant bark mite	Rori	17	–	mutant bark mite	insect (20)	brist. (18)	–	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
giant peko peko	Naboo	25	–	peko peko giant	avian (155)	wool. (70)	avian (45)	Melee|Tame (5%)|Herd
giant pharple	Lok	4	–	pharple	avian (21)	brist. (12)	avian (9)	Melee|Herd
giant sand beetle	Tatooine	25	–	giant sand beetle	insect (15)	scale. (20)	–	Spit; Melee|Tame (25%)
giant sand beetle	Tatooine	25	–	giant sand beetle	insect (15)	scale. (20)	–	Spit; Melee|Killer
giant spined puc	Yavin 4	19	–	spined puc	rept. (7)	leath. (7)	–	Melee|Tame (25%)|Aggro|Pack
giant spined snake	Lok	21	–	spined snake	rept. (15)	leath. (8)	–	Poison|Aggro|Killer
giant stintaril	Yavin 4	21	–	stinaril	carn. (9)	brist. (7)	mamm. (6)	Spit; Melee|Tame (25%)
giant tanc mite	Yavin 4	14	–	tank mite	insect (6)	–	–	Spit; Melee|Herd
giant veermok	Naboo	21	–	veermok	carn. (250)	brist. (200)	mamm. (80)	Melee|Tame (25%)|Aggro|Pack
giant worrt	Tatooine	13	–	worrt	rept. (9)	leath. (9)	mamm. (4)	Melee|Tame (25%)|Aggro|Pack
giga flite rasp	Talus	10	–	rasp	avian (20)	–	avian (6)	Melee|Herd
gleaming lantern bird	Endor	32	–	lantern	–	leath. (41)	avian (46)	Melee|Tame (20%)|Herd
glutted fynock queen	Talus	14	–	fynock	avian (30)	leath. (25)	avian (20)	Melee|Aggro|Pack|Herd|Killer
gnarled bark mite queen	Rori	18	–	bark mite	insect (13)	–	–	Spit; Melee; Disease|Aggro|Pack|Herd
gnarled rancor	Dathomir	46	–	rancor	carn. (950)	leath. (876)	mamm. (776)	Melee; Ranged|Tame (25%)|Aggro|Pack|Killer!
gnort	Naboo	1	–	gnort	–	–	–	Melee|Tame (10%)
gnort	Naboo	1	–	gnort	herb. (6)	leath. (4)	mamm. (3)	Melee|Tame (25%)|Herd
Gorax	Endor	83	B	gorax (")	–	–	–	Melee|Aggro|Pack|Killer!
gorg	Tatooine	2	–	gorg	herb. (5)	leath. (3)	mamm. (2)	Melee|Herd
gorg glutton	Tatooine	3	–	gorg	herb. (12)	leath. (9)	mamm. (8)	Melee|Herd
gorge vesp	Lok	27	–	vesp	rept. (11)	leath. (5)	–	Spit; Melee|Tame (25%)|Aggro|Pack
grand krayt dragon	Tatooine	81	B	krayt dragon	carn. (1700)	brist. (950)	mamm. (905)	Melee|Aggro|Pack|Stalk|Killer!
grand tybis	Yavin 4	26	–	tybis	herb. (275)	brist. (200)	mamm. (125)	Melee|Milk (W)|Tame (5%)|Aggro|Pack|Herd
grand wrix	Corellia	22	–	wrix	carn. (70)	brist. (40)	mamm. (35)	Melee|Tame (25%)|Herd|Killer
grassland slice hound	Corellia	14	–	slice hound [grass]	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
grassland voritor tracker	Dantooine	41	–	voritor lizard	carn. (45)	leath. (35)	avian (40)	Melee|Tame (20%)|Aggro|Pack|Stalk
graul	Dantooine	1	–	graul	–	–	–	Melee
graul	Dantooine	50	–	graul	carn. (950)	leath. (875)	mamm. (775)	Melee|Tame (25%)|Aggro|Pack
graul mangler	Dathomir	37	–	graul	carn. (950)	leath. (875)	mamm. (775)	Melee|Tame (5%)|Aggro|Pack|Killer
graul marauder	Dantooine	50	E	graul	carn. (1100)	leath. (1000)	mamm. (950)	Melee|Tame (1%)|Aggro|Pack|Killer!
graul mauler	Dantooine	51	–	graul	carn. (950)	leath. (875)	mamm. (775)	Melee|Tame (25%)|Aggro|Pack|Killer!
great borgle	Rori	14	–	borgle	carn. (11)	leath. (7)	avian (11)	Melee|Tame (25%)|Aggro|Pack
great mouf	Kash (DF)	34	–	forest mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Stalk
great plains stalk	Corellia	50	E	razor cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (1%)|Aggro|Pack|Stalk|Killer
great squill	Tatooine	13	–	squill	carn. (6)	leath. (6)	mamm. (5)	Melee|Tame (5%)|Aggro|Pack|Stalk
greater desert womp rat	Tatooine	12	–	self	wild (6)	leath. (5)	mamm. (4)	Spit|Tame (25%)|Aggro|Pack|Stalk
greater gulginaw	Corellia	22	–	gulginaw	avian (97)	–	avian (48)	Spit; Melee|Tame (25%)|Aggro|Pack|Herd
greater shaupaut	Naboo	14	–	shaupaut	carn. (10)	brist. (6)	mamm. (6)	Melee|Tame (25%)|Aggro|Pack|Stalk
greater sludge panther	Talus	23	–	sludge panther	carn. (80)	leath. (70)	mamm. (70)	Melee|Tame (25%)|Aggro|Pack|Killer
Greyclimber (a Kashyyyk bantha)	Kash (Et)	40	E	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack
grizzled bark mite	Rori	14	–	bark mite	insect (10)	–	–	Spit; Melee|Tame (25%)|Aggro|Herd
grizzled dewback	Tatooine	19	–	dewback	rept. (365)	leath. (285)	mamm. (210)	Melee|Tame (10%)
gronda	Corellia	1	–	gronda	–	–	–	Melee
gronda	Corellia	11	–	gronda	carn. (360)	leath. (270)	mamm. (180)	Melee|Tame (25%)|Pack|Herd
gronda juggernaut	Corellia	50	E	gronda	carn. (500)	leath. (400)	mamm. (375)	Melee|Tame (1%)|Aggro|Pack|Herd|Killer
gronda patriarch	Corellia	12	–	gronda	carn. (360)	leath. (270)	mamm. (180)	Melee|Tame (25%)|Pack|Herd|Killer
grovo	Dathomir	71	–	Nightsister (")	carn. (1100)	leath. (1000)	mamm. (950)	Melee|Aggro|Pack|Killer!
gualama	Naboo	1	–	gualama	–	–	–	Melee
gualama	Naboo	10	–	gualama	wild (200)	wool. (150)	mamm. (90)	Melee|Milk (W)|Tame (25%)|Pack|Herd
gualama patriarch	Naboo	13	–	gualama	wild (250)	wool. (200)	mamm. (120)	Melee|Tame (10%)|Pack|Herd
gubbur	Corellia	2	–	gubbur	carn. (4)	leath. (3)	mamm. (3)	Melee|Tame (25%)|Herd
guf drolg	Talus	1	–	guf drolg	–	–	–	Melee
guf drolg	Talus	12	–	guf drolg	rept. (350)	leath. (275)	mamm. (200)	Melee|Tame (25%)|Stalk
guf drolg female	Talus	13	–	guf drolg	rept. (325)	leath. (265)	mamm. (190)	Melee|Tame (25%)|Stalk

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
gulginaw	Corellia	12	–	gulginaw	avian (75)	–	avian (25)	Melee|Herd
Gungan falumpaset	Naboo	25	–	Gungan (")	dom. (230)	leath. (130)	mamm. (80)	Spit; Melee|Milk (W)|Pack
Gungan fambaa	Naboo	25	–	Gungan (")	rept. (1350)	leath. (750)	mamm. (725)	Melee|Milk (W)|Pack
Gungan kaadu	Naboo	23	–	Gungan (")	avian (120)	leath. (85)	avian (70)	Melee|Milk (W)|Pack
Gungan veermok	Naboo	23	–	Gungan (")	carn. (150)	brist. (150)	mamm. (60)	Melee|Pack
gurk	Lok	30	–	gurk	herb. (350)	leath. (276)	mamm. (301)	Melee|Pack
gurk gatherer	Lok	27	–	gurk	herb. (350)	leath. (275)	mamm. (300)	Melee|Pack
gurk tracker	Lok	30	–	gurk	herb. (350)	leath. (277)	mamm. (302)	Melee|Pack
gurk whelp	Lok	24	–	gurk	herb. (300)	leath. (225)	mamm. (250)	Melee|Pack
gurnaset	Lok	1	–	gurnaset	–	–	–	Melee
gurnaset	Lok	15	–	gurnaset	herb. (352)	leath. (279)	mamm. (304)	Melee|Milk (W)|Herd
gurnaset hatchling	Lok	1	–	gurnaset	herb. (351)	leath. (278)	mamm. (303)	Melee|Herd
gurrcat	Naboo	1	–	tusk cat	–	–	–	Melee
gurrcat	Corellia	8	–	self	carn. (65)	brist. (35)	mamm. (30)	Melee|Herd
gurreck	Endor	1	–	gurreck	–	–	–	Melee
gurreck	Endor	50	–	gurreck	–	–	–	Melee|Tame (25%)|Aggro|Pack
gurreck forest stalk	Endor	56	–	gurreck	–	–	–	Melee|Milk (W)|Tame (20%)|Aggro|Pack|Stalk
hanadak ancient	Endor	40	–	hanadak	carn. (40)	brist. (40)	mamm. (40)	Melee|Tame (10%)|Aggro|Pack|Herd|Killer
hanadak drifter	Endor	37	–	hanadak	–	brist. (35)	mamm. (35)	Melee|Tame (25%)|Aggro|Herd|Killer
hermit spider	Naboo	1	–	hermit spider	–	–	–	Melee
hermit spider	Naboo	4	–	hermit spider	insect (60)	–	–	Melee|Tame (25%)|Stalk
hermit spider guard	Naboo	5	–	hermit spider	insect (9)	–	–	Poison|Tame (25%)|Aggro|Pack|Herd
hermit spider queen	Naboo	6	–	hermit spider	insect (10)	–	–	Spit; Melee; Poison|Tame (10%)|Aggro|Pack|Herd|Killer
highland remmer	Endor	58	–	remmer	–	–	–	Spit; Melee|Tame (20%)|Aggro|Pack
hilltop gurreck hunter	Endor	54	–	gurreck	–	–	–	Melee|Milk (W)|Tame (20%)|Aggro|Pack|Stalk
hilltop kima	Talus	22	–	self	herb. (8)	brist. (10)	mamm. (8)	Melee|Tame (25%)
hooded crystal snake	Yavin 4	26	–	crystal snake	carn. (5)	scale. (2)	–	Spit; Melee; Poison|Tame (5%)|Aggro|Pack
horned krevol	Naboo	2	–	krevol horned	rept. (3)	scale. (15)	mamm. (7)	Melee|Tame (25%)
horned rasp	Rori	2	–	rasp	avian (8)	–	avian (1)	Melee|Tame (25%)|Herd
horned voritor lizard	Dantooine	50	–	voritor lizard	carn. (65)	leath. (40)	avian (50)	Poison|Tame (20%)|Aggro|Pack
hostile huurton	Dantooine	52	E	warren huurton (")	wild (15)	–	mamm. (15)	Melee|Aggro|Pack|Herd
hostile thune mother	Dantooine	43	–	thune	herb. (135)	wool. (150)	–	Melee|Milk (W)|Tame (10%)|Aggro|Pack|Herd
howling plumed rasp	Corellia	2	–	rasp	avian (3)	–	avian (2)	Melee
huf dun	Talus	1	–	huf dun	–	–	–	Melee
huf dun	Talus	20	–	huf dun	herb. (1350)	leath. (1600)	mamm. (1350)	Melee|Herd
huf dun bull	Talus	23	–	huf dun	herb. (1350)	leath. (1601)	mamm. (1351)	Melee|Herd
humbaba	Corellia	17	–	self	dom. (230)	leath. (130)	mamm. (80)	Melee|Milk (W)|Tame (25%)|Herd
huurton	Dantooine	1	–	huurton	–	–	–	Melee
huurton	Dantooine	17	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (25%)|Aggro|Pack|Herd
huurton bloodhunter	Dantooine	40	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (5%)|Aggro|Pack|Herd|Killer!
huurton howler	Dantooine	38	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
huurton huntress	Dantooine	33	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
huurton matron	Dantooine	29	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (5%)|Pack|Herd
huurton pup	Dantooine	27	–	huurton	wild (10)	–	mamm. (5)	Melee|Tame (10%)|Herd
huurton reaper	Dantooine	50	E	huurton	wild (25)	–	mamm. (25)	Melee|Tame (5%)|Aggro|Pack|Stalk|Killer!
huurton stalk	Dantooine	25	–	huurton	wild (15)	–	mamm. (15)	Melee|Tame (25%)|Aggro|Pack|Killer
ikopi	Naboo	1	–	ikopi	–	–	–	Melee
ikopi	Naboo	4	–	ikopi	wild (70)	brist. (60)	mamm. (45)	Melee|Milk (W)|Tame (25%)|Herd
ikopi stag	Naboo	30	–	self	wild (100)	brist. (75)	mamm. (75)	Melee|Tame (10%)|Pack
Imperial veermok	Naboo	32	–	Imperial (")	carn. (150)	brist. (150)	mamm. (60)	Melee|Killer
infant brackaset	Dathomir	2	–	brackaset	wild (75)	leath. (65)	mamm. (60)	Melee|Herd
infant graul	Dantooine	49	–	graul	carn. (700)	leath. (750)	mamm. (650)	Melee|Tame (5%)|Aggro|Pack
infuriated roba protector	Endor	48	–	roba	–	–	–	Melee|Tame (5%)|Aggro|Pack|Killer
injured Kwi	Dathomir	5	–	kwi	herb. (100)	leath. (85)	mamm. (75)	Melee|Herd
injured purbole	Dathomir	11	–	purbole	carn. (15)	brist. (10)	mamm. (10)	Melee|Tame (25%)|Stalk
injured verne	Dathomir	2	–	verne	wild (30)	leath. (25)	mamm. (22)	Melee|Herd
insane mantigrue berserker	Endor	45	–	mantigrue	–	–	–	Melee|Tame (5%)|Aggro|Pack|Killer
irate flewt matriarch	Naboo	5	–	flewt	avian (4)	leath. (4)	avian (4)	Melee|Tame (10%)|Aggro|Pack|Herd
Jagged Fang	Kash (Ka)	55	B	varactyl (Kachirho)	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Killer
jundland eopie	Tatooine	21	–	eopie	herb. (300)	leath. (225)	mamm. (115)	Melee|Milk (W)|Tame (25%)|Herd
jungle fynock	Talus	13	–	fynock	avian (28)	leath. (18)	avian (15)	Melee|Tame (25%)|Stalk
juvenile canyon krayt dragon	Tatooine	77	E	krayt dragon	carn. (750)	brist. (500)	mamm. (410)	Melee|Aggro|Pack|Killer!
juvenile langlatch	Lok	5	–	langlatch	carn. (7)	wool. (6)	mamm. (6)	Melee
juvenile pygmy torton	Rori	9	–	torton	carn. (400)	wool. (300)	mamm. (400)	Melee|Herd
juvenile urnsor'is	Kash (My)	62	E	Myyydril urn	carn. (20)	–	–	Melee|Aggro
jyykle vulture	Kash (Ka)	18	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack
kaadu	Naboo	1	–	kaadu	–	–	–	Melee
kaadu	Naboo	8	–	kaadu	avian (120)	leath. (85)	avian (70)	Melee|Milk (W)|Tame (25%)|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
kaadu female	Naboo	13	–	kaadu	avian (100)	leath. (75)	avian (65)	Melee|Milk (W)|Tame (25%)|Pack|Herd
kaadu male	Naboo	14	–	kaadu	avian (120)	leath. (85)	avian (70)	Melee|Tame (25%)|Pack|Herd
kahmurra	Talus	15	–	kahmurra	herb. (45)	brist. (27)	mamm. (32)	Melee|Milk (W)|Tame (25%)
kahmurra	Corellia	1	–	murra	–	–	–	Melee
kai tok bloodreaver	Yavin 4	36	–	kai tok	–	leath. (41)	avian (46)	Melee|Tame (5%)|Aggro|Pack|Stalk
kai tok prowler	Yavin 4	26	–	kai tok	–	leath. (41)	avian (46)	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Herd
kai tok scavenger	Yavin 4	30	–	kai tok	–	leath. (41)	avian (46)	Melee|Tame (25%)|Aggro|Pack|Stalk
kai tok slayer	Yavin 4	35	–	kai tok	–	leath. (41)	avian (46)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
kamurith defiler	Dathomir	50	–	kamurith	carn. (90)	leath. (65)	avian (50)	Disease|Aggro|Pack|Killer
kamurith snapper	Dathomir	44	–	kamurith	carn. (90)	leath. (65)	avian (50)	Melee|Aggro|Pack|Killer
Kashyyyk bantha	Kash (Ka)	22	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Pack
Kashyyyk bantha	Kashyyyk	25	–	bantha	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
Kashyyyk bantha	Kash (Et)	38	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack
Kashyyyk bantha herdleader	Kash (Et)	40	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack
Kashyyyk bantha matriarch	Kash (Et)	42	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Pack
katarn	Kashyyyk	25	–	katarn	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
katarn	Kash (RT)	80	B	katarn	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
kima	Talus	1	–	kima	–	–	–	Melee
kima	Talus	17	–	kima	herb. (7)	brist. (8)	mamm. (7)	Melee|Tame (25%)
kimogila	Lok	1	–	kimogila	–	–	–	Melee|Killer
kimogila hatchling	Lok	20	–	kimogila	carn. (700)	leath. (625)	–	Spit; Melee|Aggro|Pack
kinad baz nitch	Dathomir	46	–	baz nitch	wild (15)	leath. (10)	mamm. (5)	Melee|Tame (15%)|Aggro|Pack|Herd|Killer
king merek harvester	Endor	55	–	merek	–	leath. (50)	–	Spit; Melee|Tame (5%)|Aggro|Pack|Herd|Killer!
king venom nightspider	Naboo	7	–	nightspider	insect (10)	–	–	Spit; Melee; Poison|Tame (10%)|Aggro|Pack|Herd|Killer
kkorrwrot	Kashyyyk	25	–	kkorrwrot	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
kkorrwrot	Kash (Hr)	80	B	kkorrwrot	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
kkryytch	Kash (Ka)	17	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee
kliknik	Yavin 4	1	–	kliknik	–	–	–	Melee
kliknik	Yavin 4	17	–	kliknik	carn. (5)	scale. (4)	–	Spit; Melee|Tame (25%)|Aggro|Pack
kliknik dark defender	Yavin 4	40	–	kliknik	carn. (7)	scale. (4)	–	Spit; Melee; Poison|Tame (15%)|Aggro|Pack
kliknik dark hunter	Yavin 4	38	–	kliknik	carn. (6)	scale. (4)	–	Spit; Melee; Poison|Aggro|Pack|Stalk|Killer
kliknik dark queen	Yavin 4	40	–	kliknik	carn. (7)	scale. (4)	–	Spit; Melee; Poison|Aggro|Pack
kliknik dark warrior	Yavin 4	38	–	kliknik	carn. (6)	scale. (4)	–	Spit; Melee|Tame (15%)|Aggro|Pack|Killer
kliknik dark worker	Yavin 4	31	–	kliknik	carn. (6)	scale. (4)	–	Melee|Tame (25%)|Aggro|Pack
kliknik defender	Yavin 4	23	–	kliknik	carn. (7)	scale. (4)	–	Spit; Melee|Tame (25%)|Aggro|Pack
kliknik hatchling	Yavin 4	22	–	kliknik	carn. (1)	scale. (4)	–	Melee|Herd
kliknik hunter	Yavin 4	31	–	kliknik	carn. (6)	scale. (4)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Killer
kliknik mantis	Yavin 4	21	–	kliknik	carn. (5)	scale. (4)	–	Spit; Melee|Tame (5%)|Aggro|Pack
kliknik queen	Yavin 4	35	–	kliknik	carn. (7)	scale. (4)	–	Spit; Melee; Poison|Aggro|Pack
kliknik queen harvester	Yavin 4	27	–	kliknik	carn. (15)	scale. (4)	–	Spit; Melee; Poison|Aggro|Pack|Stalk|Herd
kliknik scout	Yavin 4	25	–	kliknik	carn. (6)	scale. (4)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack
kliknik shredder guardian	Yavin 4	30	–	kliknik	carn. (15)	scale. (4)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Herd|Killer
kliknik warrior	Yavin 4	21	–	kliknik	carn. (6)	scale. (4)	–	Spit; Melee|Tame (25%)|Aggro|Pack
kliknik worker	Yavin 4	23	–	kliknik	carn. (6)	scale. (4)	–	Melee|Tame (25%)|Aggro|Pack
knotted krevol	Naboo	14	–	krevol horned	rept. (25)	scale. (15)	mamm. (7)	Melee|Tame (25%)
krahbu	Corellia	1	–	krahbu	–	–	–	Melee
krahbu	Corellia	8	–	krahbu	herb. (210)	brist. (135)	mamm. (120)	Melee|Milk (W)|Tame (25%)|Herd
krayt dragon ancient	Tatooine	83	B	krayt dragon	carn. (1700)	brist. (950)	mamm. (905)	Melee|Aggro|Pack|Stalk|Killer!
kreetle	Tatooine	1	–	kreetle	insect (1)	scale. (2)	–	Melee|Tame (25%)|Herd
kreetle swarmling	Tatooine	1	–	uber kreetle	insect (1)	scale. (2)	–	Melee|Herd
kusak	Lok	1	–	kusak	–	–	–	Melee
kusak	Lok	16	–	kusak	carn. (20)	brist. (14)	mamm. (10)	Melee|Aggro|Pack|Stalk
kusak hunter	Lok	76	–	kusak	carn. (20)	brist. (14)	mamm. (10)	Melee|Aggro|Pack|Stalk|Killer!
kusak mauler	Lok	22	–	kusak	carn. (21)	brist. (10)	mamm. (11)	Melee|Tame (25%)|Aggro|Pack|Stalk
kusak pup	Lok	5	–	kusak	carn. (10)	brist. (7)	mamm. (5)	Melee|Stalk
kusak stalk	Lok	23	–	kusak	carn. (20)	brist. (14)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
kwi	Dathomir	1	–	kwi	–	–	–	Melee
kwi	Dathomir	6	–	kwi	herb. (100)	leath. (85)	mamm. (75)	Melee|Tame (25%)|Herd
langlatch	Lok	1	–	langlatch	–	–	–	Melee
langlatch destroyer	Lok	18	–	langlatch	carn. (18)	wool. (10)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
langlatch giant	Lok	18	–	langlatch	carn. (18)	wool. (10)	mamm. (10)	Melee|Aggro|Pack|Stalk|Herd|Killer
langlatch hatchling	Lok	1	–	langlatch	carn. (5)	wool. (3)	mamm. (3)	Melee
langlatch hunter	Lok	15	–	langlatch	carn. (15)	wool. (15)	mamm. (15)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
langlatch marauder	Lok	16	–	langlatch	carn. (12)	wool. (11)	mamm. (11)	Melee|Tame (25%)|Aggro|Pack
lantern bird	Endor	32	–	lantern	–	leath. (41)	avian (46)	Melee|Tame (25%)|Herd
large cave beetle	Tatooine	21	–	rock beetle	insect (10)	scale. (14)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Killer
large chuba	Naboo	1	–	chuba	herb. (10)	leath. (6)	–	Melee|Tame (25%)|Herd
large rock beetle	Tatooine	19	–	rock beetle	insect (10)	scale. (14)	–	Melee|Tame (25%)|Pack|Killer

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
large sand beetle	Tatooine	24	–	giant sand beetle	insect (10)	scale. (14)	–	Melee|Tame (25%)|Aggro|Pack|Killer
lesser bocatt	Tatooine	14	–	bocatt	rept. (100)	leath. (60)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack|Stalk
lesser desert womp rat	Tatooine	2	–	womp rat lesser desert	wild (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Herd
lesser dewback	Tatooine	5	–	self	rept. (175)	leath. (125)	mamm. (100)	Melee|Tame (25%)
lesser plains bol	Dantooine	10	–	bol	–	leath. (300)	mamm. (180)	Melee|Milk (D)|Tame (25%)|Herd
lethargic behemoth	Lok	24	–	flit	avian (11)	–	avian (13)	Melee|Tame (5%)|Aggro|Pack
leviasquall	Rori	18	–	squall	herb. (50)	brist. (61)	mamm. (50)	Melee|Tame (25%)|Pack|Herd
lice-ridden remmer queen	Endor	60	–	remmer	–	–	–	Spit; Melee; Disease|Tame (10%)|Aggro|Pack
loathsome mangler	Lok	33	–	gurk	herb. (350)	leath. (276)	mamm. (301)	Melee|Tame (5%)|Aggro|Killer
lowland brackaset	Dathomir	8	–	brackaset	wild (75)	leath. (65)	mamm. (60)	Melee|Milk (W)|Tame (25%)|Herd
lowland salt mynock	Lok	23	–	mynock	herb. (55)	leath. (73)	mamm. (25)	Disease|Tame (25%)|Aggro|Pack|Killer
lumbering bolma	Dathomir	25	–	bolma	–	leath. (160)	mamm. (150)	Melee|Pack|Herd
lurking angler	Yavin 4	32	–	angler	insect (4)	–	–	Spit; Melee; Poison|Aggro|Pack|Stalk
lurking shear mite	Dathomir	15	–	shearmite	insect (15)	scale. (12)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
majestic plumed rasp	Corellia	18	–	rasp	avian (5)	–	avian (4)	Melee
majestic whisper bird	Yavin 4	19	–	whisperbird	avian (65)	–	avian (40)	Melee|Tame (5%)|Herd
male kai tok	Rori	12	–	kai tok	carn. (25)	leath. (41)	avian (46)	Spit; Melee|Tame (25%)|Aggro|Pack
male langlatch	Lok	13	–	langlatch	carn. (10)	wool. (9)	mamm. (9)	Melee|Tame (25%)|Aggro|Pack
male mamien	Yavin 4	17	–	marnien	wild (45)	wool. (20)	mamm. (20)	Melee|Tame (25%)|Pack
male mawgax	Yavin 4	25	–	mawgax	dom. (100)	leath. (70)	avian (55)	Melee|Pack|Herd
male plains tusk cat	Naboo	16	–	tusk cat	carn. (75)	brist. (45)	mamm. (40)	Melee|Tame (25%)|Stalk|Killer
male roba	Talus	15	–	roba	carn. (11)	leath. (17)	mamm. (12)	Melee|Tame (25%)|Pack|Herd
male snorbal calf	Lok	20	–	snorbal	herb. (500)	leath. (401)	mamm. (351)	Melee|Herd
male squall	Rori	10	–	squall	herb. (10)	brist. (15)	mamm. (10)	Melee|Tame (25%)|Herd
male swamp tusk cat	Naboo	16	–	swamp tusk cat	carn. (70)	brist. (40)	mamm. (35)	Melee|Tame (25%)|Stalk|Killer
male tybis	Yavin 4	23	–	tybis	herb. (275)	brist. (200)	mamm. (125)	Melee|Pack|Herd
malignant squill	Tatooine	50	E	squill	carn. (25)	leath. (25)	mamm. (20)	Disease|Tame (1%)|Aggro|Pack|Stalk|Killer
malkloc	Dathomir	1	–	malkloc	–	–	–	Melee
malkloc	Dathomir	20	–	malkloc	herb. (1100)	leath. (1200)	mamm. (1100)	Melee|Tame (25%)|Herd
malkloc bull	Dathomir	24	–	malkloc	herb. (1400)	leath. (1500)	mamm. (1200)	Melee|Herd
malkloc plainswalker	Dathomir	81	–	malkloc plainswalker	herb. (2400)	leath. (2100)	mamm. (1700)	Melee|Herd|Killer!
mamien jungle lord	Yavin 4	23	–	marnien	wild (18)	wool. (18)	mamm. (18)	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
mamien matriarch	Yavin 4	19	–	marnien	wild (17)	wool. (20)	mamm. (20)	Melee|Aggro|Pack|Herd|Killer
mamien youth	Yavin 4	7	–	marnien	wild (35)	wool. (20)	mamm. (20)	Melee
mammoth bearded jax	Rori	17	–	jax	herb. (25)	brist. (35)	mamm. (25)	Melee|Tame (25%)|Stalk|Herd
mammoth thune	Dantooine	55	–	thune	herb. (225)	wool. (190)	–	Melee|Tame (5%)|Aggro|Pack|Herd|Killer
mantigrue hunter	Endor	38	–	mantigrue	–	–	–	Melee|Tame (20%)|Aggro|Pack
mantigrue night stalk	Endor	39	–	mantigrue	–	–	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
mantigrue reaper	Endor	48	–	mantigrue	–	–	–	Spit; Melee|Tame (10%)|Aggro|Pack
mantigrue screecher	Endor	55	–	mantigrue	–	–	–	Melee|Tame (1%)|Aggro|Pack
massive gnort	Naboo	2	–	gnort	herb. (12)	leath. (8)	mamm. (6)	Melee|Tame (25%)|Herd
matriach Kashyyyk bantha	Kash (Ka)	24	–	bantha [Kash.]	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Pack
mature hanadak	Endor	39	–	hanadak	carn. (20)	brist. (20)	mamm. (20)	Melee|Tame (25%)|Aggro|Pack|Herd
mature hanadak rock smasher	Endor	40	–	hanadak	–	brist. (35)	mamm. (35)	Melee|Tame (25%)|Aggro|Pack
mature pygmy torton	Rori	23	–	torton	carn. (700)	wool. (500)	mamm. (700)	Melee|Aggro|Pack|Herd|Killer
mature reptilian flier	Dathomir	19	–	reptilian flier	avian (130)	leath. (85)	avian (80)	Melee|Tame (25%)|Aggro|Pack
mature snorbal female	Lok	30	–	snorbal	herb. (545)	leath. (440)	mamm. (400)	Melee|Milk (W)|Pack|Herd
mature snorbal male	Lok	32	–	snorbalmale	herb. (545)	leath. (440)	mamm. (400)	Melee|Pack|Herd
Mauler veermok	Naboo	25	–	Mauler	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack|Stalk
maverick gualama	Naboo	12	–	self	wild (200)	wool. (150)	mamm. (90)	Melee|Aggro|Pack
mawgax	Yavin 4	1	–	mawgax	–	–	–	Melee
mawgax raptor	Yavin 4	30	–	mawgax	dom. (100)	leath. (70)	avian (55)	Melee|Tame (5%)|Aggro|Pack|Herd
mawgax youth	Yavin 4	21	–	mawgax	dom. (90)	leath. (60)	avian (45)	Melee|Herd
meager tortur	Talus	14	–	tortur	carn. (650)	leath. (575)	mamm. (650)	Melee|Herd
meek avenging squall	Rori	2	–	squall	herb. (12)	brist. (9)	mamm. (9)	Melee
merek	Endor	1	–	merek	–	–	–	Melee
merek assassin	Endor	55	–	merek	–	leath. (45)	–	Poison|Tame (25%)|Aggro|Pack|Stalk|Killer!
merek cavern creeper	Endor	53	–	merek	–	leath. (45)	–	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
merek death's head	Endor	56	–	merek	–	leath. (45)	–	Poison|Tame (5%)|Aggro|Pack|Killer!
merek harvester	Endor	58	–	merek	–	leath. (45)	–	Melee|Tame (10%)|Aggro|Pack
midnight vir vur	Rori	17	–	vir vur	avian (10)	–	mamm. (2)	Melee|Tame (25%)|Stalk
mine rat	Endor	72	E	Death Watch (")	–	–	–	Melee|Aggro|Pack|Killer
minor gorax	Endor	85	E	gorax (")	–	–	–	Melee|Aggro|Pack|Killer!
minor gubbur	Corellia	1	–	gubbur	carn. (3)	leath. (2)	mamm. (2)	Melee|Herd
minor guf drolg	Talus	7	–	guf drolg	rept. (300)	leath. (240)	mamm. (170)	Melee|Tame (25%)
minor sludge panther	Talus	8	–	sludge panther	carn. (20)	leath. (27)	mamm. (27)	Melee|Tame (25%)
minor worrt	Tatooine	1	–	minor worrt	rept. (3)	leath. (3)	mamm. (1)	Melee|Tame (25%)|Herd
minstyngar	Kashyyyk	25	–	minstyngar	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
minstyngar bloodspiller	Kash (RT)	74	E	minstyngar elite	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
minstyngar bonecrusher	Kash (RT)	74	E	minstyngar elite	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
minstyngar breeder	Kash (RT)	61	–	minstyngar	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
minstyngar deathcaller	Kash (RT)	75	E	minstyngar elite	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
minstyngar prey finder	Kash (RT)	60	–	minstyngar	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
minstyngar thrasher	Kash (RT)	61	–	minstyngar	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
mire marauder	Talus	54	–	sludge panther	carn. (150)	leath. (140)	mamm. (140)	Melee|Aggro|Pack|Stalk|Killer
monstrous brute	Dathomir	83	–	rancor	carn. (950)	leath. (878)	mamm. (778)	Melee|Aggro|Pack|Killer!
Mother Queen	Kash (My)	70	E	Myyydril urn	carn. (200)	–	–	Melee|Aggro
Mother Ves'ad	Kash (DF)	40	E	webweaver	insect (18)	brist. (21)	–	Melee|Tame (5%)|Aggro|Stalk
motley kaadu	Naboo	10	–	kaadu	avian (120)	leath. (75)	avian (65)	Melee|Milk (D)|Tame (25%)|Herd
mott	Naboo	1	–	mott	–	–	–	Melee
mott	Naboo	5	–	mott	herb. (85)	leath. (60)	mamm. (25)	Melee|Tame (25%)|Herd
mott bull	Naboo	6	–	mott	herb. (100)	leath. (65)	mamm. (40)	Melee|Tame (25%)
mott calf	Naboo	1	–	mott	herb. (45)	leath. (30)	mamm. (15)	Melee
mottled wrix	Corellia	20	–	wrix	carn. (65)	brist. (35)	mamm. (30)	Disease|Tame (25%)|Aggro|Pack|Herd|Killer
mouf	Kashyyyk	25	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
mouf	Kash (DF)	32	–	forest mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Stalk
mouf	Kash (Et)	44	–	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
mouf roarlord	Kash (Et)	48	E	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
mound mite	Tatooine	4	–	self	insect (3)	scale. (4)	–	Melee|Tame (25%)
mountain dewback	Tatooine	22	–	self	rept. (330)	leath. (240)	mamm. (170)	Melee|Tame (25%)
mountain ikopi	Naboo	20	–	self	wild (75)	brist. (60)	mamm. (50)	Melee|Milk (W)|Tame (25%)
mountain krevol	Naboo	17	–	self	insect (3)	scale. (2)	–	Melee|Tame (25%)
mountain murra	Corellia	16	–	self	herb. (75)	brist. (35)	mamm. (45)	Melee|Milk (W)|Tame (25%)|Herd
mountain squill	Tatooine	26	–	mountain squill	carn. (3)	leath. (3)	mamm. (2)	Melee|Tame (25%)|Aggro|Pack|Stalk
mountain squill guardian	Tatooine	25	–	mountain squill	carn. (3)	leath. (4)	mamm. (2)	Melee|Tame (25%)|Aggro|Pack
mountain squill hunter	Tatooine	25	–	mountain squill	carn. (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Aggro|Pack
mountain torton	Rori	28	–	torton	carn. (1400)	wool. (1225)	mamm. (1400)	Melee|Herd|Killer
mountain vesp	Lok	24	–	vesp	rept. (11)	leath. (5)	–	Spit; Melee|Tame (25%)|Aggro|Pack
mountain worrt	Tatooine	19	–	self	rept. (4)	leath. (3)	mamm. (2)	Spit; Melee|Tame (25%)
murra	Corellia	7	–	murra	herb. (55)	brist. (35)	mamm. (32)	Melee|Milk (W)|Tame (25%)|Herd
mutant bark mite hatchling	Rori	7	–	mutant bark mite	insect (10)	brist. (8)	–	Melee|Aggro|Herd|Killer
mutant bark mite queen	Rori	32	–	mutant bark mite	insect (35)	brist. (35)	–	Melee|Aggro|Herd|Killer
mutant bark mite soldier	Rori	22	–	mutant bark mite	insect (25)	brist. (20)	–	Spit; Melee|Aggro|Pack|Herd|Killer
mutant bark mite worker	Rori	9	–	mutant bark mite	insect (15)	brist. (10)	–	Melee|Aggro|Pack|Herd|Killer
mutant baz nitch	Dathomir	30	–	baz nitch	wild (5)	leath. (3)	mamm. (3)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
mutant hermit spider	Naboo	4	–	hermit spider	insect (60)	–	–	Melee|Tame (25%)|Stalk
mutant rancor	Dathomir	70	–	rancor	carn. (1020)	leath. (901)	mamm. (851)	Melee|Aggro|Pack|Killer!
mutant womp rat	Tatooine	11	–	womp rat	wild (6)	leath. (5)	mamm. (4)	Melee|Tame (25%)|Aggro|Stalk
mutated kahmurra	Talus	23	–	kahmurra	herb. (50)	brist. (33)	mamm. (37)	Melee|Tame (25%)|Aggro
mutated krevol clicker	Corellia	8	–	horned krevol	insect (10)	–	–	Spit; Melee|Tame (25%)|Aggro|Pack|Herd
narglatch	Naboo	1	–	narglatch	–	–	–	Melee
narglatch	Naboo	21	–	narglatch	carn. (75)	brist. (45)	mamm. (40)	Melee|Tame (25%)|Aggro|Pack|Stalk
narglatch cub	Naboo	20	–	narglatch	carn. (30)	brist. (25)	mamm. (20)	Melee|Tame (25%)|Stalk
narglatch guardian	Naboo	26	E	narglatch	carn. (65)	brist. (35)	mamm. (35)	Melee|Aggro|Pack|Stalk|Killer
narglatch hunter	Naboo	25	E	narglatch	carn. (65)	brist. (35)	mamm. (35)	Melee|Aggro|Pack|Stalk|Killer
narglatch matriarch	Naboo	25	–	narglatch	carn. (65)	brist. (35)	mamm. (35)	Melee|Aggro|Pack|Stalk|Killer
Nefarious	Kash (My)	68	E	Myyydril urn	carn. (80)	–	–	Melee|Aggro
nestling	Kash (RT)	76	E	katarn	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
Nightsister bull rancor	Dathomir	61	–	Nightsister (")	carn. (1020)	leath. (900)	mamm. (850)	Melee|Aggro|Pack|Killer!
Nightsister enraged bull rancor	Dathomir	85	–	Nightsister (")	carn. (880)	leath. (750)	mamm. (670)	Melee|Aggro|Pack|Killer!
Nightsister enraged rancor	Dathomir	76	–	Nightsister (")	carn. (950)	leath. (878)	mamm. (778)	Melee|Aggro|Pack|Killer!
Nightsister rancor	Dathomir	50	–	Nightsister (")	carn. (950)	leath. (876)	mamm. (776)	Melee|Aggro|Pack|Stalk|Killer!
nightspider	Naboo	4	–	nightspider	insect (60)	–	–	Poison|Tame (25%)
nightspider aggressor	Naboo	5	–	nightspider	insect (5)	–	–	Poison|Tame (25%)|Aggro|Stalk|Herd
nightspider poison spitter	Naboo	6	–	nightspider	insect (7)	–	–	Poison|Tame (25%)|Aggro|Pack|Stalk|Herd
nocuous kamurith	Dathomir	46	–	kamurith	carn. (90)	leath. (65)	avian (50)	Poison|Aggro|Pack|Killer
noxious kashyyyk bantha	Kash (Hr)	74	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious kkryytch	Kash (Hr)	74	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious mouf	Kash (Hr)	75	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious pug jumper	Kash (Hr)	73	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious roroo	Kash (Hr)	73	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious squill	Endor	62	–	Endor squill	–	–	–	Disease|Tame (25%)|Aggro|Pack|Herd
noxious uller	Kash (Hr)	76	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
noxious vrelt scavenger	Corellia	6	–	vrelt	carn. (10)	brist. (10)	mamm. (10)	Spit; Melee; Disease|Tame (25%)|Aggro|Pack|Stalk|Herd
noxious walluga	Kash (Hr)	78	–	hracca	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
nudfuh	Rori	13	–	nudfuh	herb. (1000)	leath. (1100)	mamm. (1000)	Melee|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
nuna	Naboo	7	–	self	avian (3)	leath. (4)	avian (2)	Melee|Tame (25%)|Herd
Nym's domesticated gurk	Lok	25	–	Nym (")	herb. (350)	leath. (275)	mamm. (300)	Melee
Nym's kusak guardian	Lok	27	–	Nym (")	–	–	–	Melee|Pack|Stalk
ominous skreeg	Yavin 4	25	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (5%)|Aggro|Pack
oozing dung mite guardian	Talus	16	–	decay mite	insect (12)	–	–	Spit; Melee; Disease|Tame (25%)|Aggro|Pack|Herd|Killer
orphan Kreetle	Tatooine	2	–	kreetle	insect (1)	scale. (2)	–	Melee|Tame (25%)|Herd|Killer
overkreetle	Tatooine	12	–	uber kreetle	insect (8)	scale. (12)	–	Melee|Aggro|Pack|Herd
Paleclaw (a mouf)	Kash (Et)	48	E	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
paralope	Corellia	2	–	paralope	herb. (5)	wool. (3)	mamm. (2)	Melee|Milk (W)|Tame (25%)|Herd
peko peko	Naboo	14	–	self	avian (105)	wool. (40)	avian (30)	Melee|Tame (25%)
peko peko albatross	Naboo	81	B	peko peko giant	avian (400)	wool. (120)	avian (100)	Melee|Herd|Killer!
percussive rasp	Talus	11	–	rasp	avian (12)	–	avian (5)	Melee|Stalk
perlek	Lok	12	–	perlek	avian (250)	leath. (100)	avian (175)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
perlek ravager	Lok	17	–	perlek	avian (275)	leath. (115)	avian (190)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
perlek scavenger	Lok	15	–	perlek	avian (275)	leath. (115)	avian (185)	Spit; Melee|Tame (25%)|Aggro|Pack|Stalk
pharple	Lok	1	–	pharple	avian (18)	brist. (10)	avian (7)	Melee|Herd
pigmy pugoriss	Rori	5	–	pugoriss	carn. (300)	leath. (350)	mamm. (300)	Melee|Herd
piket	Dantooine	1	–	piket	–	–	–	Melee
piket	Dantooine	34	–	piket	–	–	–	Melee|Milk (W)|Tame (25%)|Pack|Herd
piket longhorn	Dantooine	33	–	piket	–	–	–	Melee|Tame (20%)|Pack|Herd
piket longhorn female	Dantooine	32	–	piket	–	–	–	Melee|Milk (W)|Tame (20%)|Pack|Herd
piket plains walker	Dantooine	38	–	piket	–	–	–	Melee|Milk (W)|Tame (20%)|Pack|Herd
plague rat	Tatooine	11	–	womp rat	wild (4)	leath. (3)	mamm. (2)	Disease|Tame (5%)|Aggro|Herd
plains hunter	Naboo	30	E	tusk cat	carn. (65)	brist. (35)	mamm. (35)	Melee|Tame (20%)|Aggro|Pack|Stalk|Killer
plodding falumpaset	Naboo	10	–	self	dom. (230)	leath. (130)	mamm. (80)	Spit; Melee|Milk (D)|Tame (20%)|Herd
plumed rasp	Corellia	4	–	rasp	avian (3)	–	avian (2)	Melee|Tame (25%)
poisonous krevol queen	Rori	12	–	krevol	insect (12)	–	–	Spit; Melee; Poison|Aggro|Pack|Herd|Killer
poisonous spined puc	Yavin 4	19	–	spined puc	rept. (7)	leath. (7)	–	Poison|Tame (5%)|Aggro
potbellied vrobal	Rori	11	–	vrobal	carn. (10)	leath. (15)	mamm. (10)	Melee|Tame (25%)
pouncing jax	Endor	25	–	jax	–	brist. (35)	mamm. (25)	Melee|Tame (25%)
prowling gurreck	Endor	56	–	gurreck	–	–	–	Melee|Tame (5%)|Aggro|Pack|Stalk
pudgy nudfuh	Rori	7	–	nudfuh	herb. (900)	leath. (1000)	mamm. (900)	Melee|Herd
pug jumper	Kash (Ka)	17	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee
pugoriss	Rori	1	–	pugoriss	–	–	–	Melee
pugoriss	Rori	12	–	pugoriss	carn. (375)	leath. (425)	mamm. (375)	Melee|Tame (25%)|Herd
puny gackle bat	Yavin 4	2	–	gacklebat	carn. (2)	brist. (1)	mamm. (1)	Melee|Aggro
puny stintaril	Yavin 4	7	–	stinaril	carn. (2)	brist. (1)	mamm. (1)	Melee
puny tanc mite	Yavin 4	1	–	tank mite	insect (2)	–	–	Melee|Tame (25%)|Herd
purbole	Dathomir	16	–	purbole	carn. (12)	brist. (8)	mamm. (8)	Melee|Tame (25%)|Aggro|Pack|Stalk
purbole elder	Dathomir	23	–	purbole	carn. (15)	brist. (11)	mamm. (11)	Melee|Aggro|Pack|Stalk
purbole hunter	Dathomir	18	–	purbole	carn. (15)	brist. (10)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
purbole scout	Dathomir	15	–	purbole	carn. (15)	brist. (10)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack|Stalk
purbole stalk	Dathomir	18	–	purbole	carn. (15)	brist. (11)	mamm. (11)	Poison|Tame (25%)|Aggro|Pack|Stalk|Killer
purbole youth	Dathomir	14	–	purbole	carn. (12)	brist. (8)	mamm. (8)	Melee|Aggro|Stalk
puss-covered decay mite soldier	Talus	13	–	decay mite	insect (10)	–	–	Spit; Melee; Disease|Tame (25%)|Aggro|Pack|Stalk|Herd
putrid borgle	Endor	49	–	borgle	–	leath. (5)	avian (5)	Melee; Disease|Tame (20%)|Aggro
putrid decay mite hatchling	Talus	4	–	decay mite	insect (4)	–	–	Disease|Herd
putrid decay mite hatchling	Talus	4	–	decay mite	insect (12)	–	–	Disease|Herd
pygmy torton protector	Rori	20	–	torton	carn. (600)	wool. (400)	mamm. (600)	Melee|Aggro|Pack|Herd|Killer
queen merek harvester	Endor	55	–	merek	–	leath. (50)	–	Melee|Tame (5%)|Aggro|Pack|Herd
quenker	Dantooine	27	–	quenker	–	–	–	Melee|Tame (25%)|Aggro|Pack
quenker ravager	Dantooine	40	–	quenker	–	–	–	Melee|Tame (10%)|Aggro|Pack|Killer
quenker relic reaper	Dantooine	44	–	quenker	–	–	–	Melee|Tame (10%)|Aggro|Pack
rabid mutant kahmurra	Talus	40	–	kahmurra	herb. (50)	brist. (30)	mamm. (35)	Disease|Tame (15%)|Aggro|Killer
rabid shaupaut	Naboo	7	–	self	wild (4)	brist. (3)	mamm. (3)	Disease|Tame (20%)|Aggro|Stalk
rabid squall	Endor	38	–	self	–	brist. (12)	mamm. (8)	Disease|Tame (25%)|Aggro
radiant lantern bird	Endor	36	–	lantern	–	leath. (41)	avian (46)	Melee|Tame (20%)|Herd
rancid remmer warrior	Endor	56	–	remmer	–	–	–	Spit; Melee|Tame (20%)|Aggro|Pack
rancor	Dathomir	1	–	rancor	–	–	–	Melee|Killer
rancor	Dathomir	50	–	rancor	carn. (950)	leath. (877)	mamm. (777)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer!
rancor pygmy	Dathomir	50	–	rancor	carn. (950)	leath. (877)	mamm. (777)	Melee|Aggro|Pack|Stalk|Killer!
rancor youth	Dathomir	40	–	rancor	carn. (700)	leath. (753)	mamm. (653)	Melee|Aggro|Pack|Stalk
ravaging gackle bat	Yavin 4	18	–	gacklebat	carn. (5)	brist. (3)	mamm. (4)	Melee|Tame (25%)|Aggro|Pack
ravenous rasp	Talus	32	–	voracious rasp	avian (45)	–	avian (15)	Poison|Aggro|Pack|Stalk|Herd|Killer
ravenous roba stalk	Endor	45	–	roba	–	–	–	Melee|Tame (25%)|Aggro|Pack|Stalk
ravenous torton	Rori	33	–	torton	carn. (1300)	wool. (1150)	mamm. (1300)	Melee|Tame (25%)|Aggro|Pack|Herd
razor cat	Corellia	1	–	razor cat	–	–	–	Melee
razor cat	Corellia	24	–	razor cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
razor cat cub	Corellia	22	–	razor cat	carn. (25)	brist. (14)	mamm. (12)	Melee
razor cat eviscerator	Corellia	24	–	razor cat	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (5%)|Aggro|Herd|Killer
razorback felspur	Tatooine	24	–	zucca boar	herb. (65)	leath. (40)	mamm. (25)	Melee|Tame (5%)
reclusive cavern spider	Dathomir	45	–	spider nightsister (")	insect (41)	–	–	Spit; Melee; Poison|Aggro|Pack|Stalk|Killer
reclusive cavern spider queen	Dathomir	66	–	spider nightsister (")	insect (45)	–	–	Poison|Aggro|Pack|Stalk|Killer
reclusive gurk king	Lok	45	–	gurk	–	leath. (275)	mamm. (300)	Melee|Aggro|Pack|Herd|Killer
reclusive roba	Endor	46	–	self	–	–	–	Melee|Tame (20%)
reclusive shear mite	Dathomir	23	–	shearmite	insect (15)	scale. (12)	–	Spit; Melee|Tame (25%)|Aggro|Stalk
relentless purbole	Dathomir	21	–	purbole	carn. (12)	brist. (8)	mamm. (8)	Melee|Tame (5%)|Aggro|Pack|Stalk
remmer carrion keeper	Endor	55	–	remmer	–	–	–	Spit; Melee|Tame (20%)|Aggro|Pack
remmer dune scavenger	Endor	57	–	remmer	–	–	–	Spit; Melee|Tame (20%)|Aggro|Pack
reptilian flier	Dathomir	16	–	reptilian flier	avian (125)	leath. (80)	avian (75)	Melee|Tame (25%)|Aggro
repugnant dung mite crawler	Talus	4	–	decay mite	insect (9)	scale. (6)	–	Melee|Tame (5%)|Aggro|Pack|Herd
rhoa kwi	Dathomir	36	–	rhoa kwi	carn. (120)	leath. (86)	mamm. (76)	Spit; Melee|Aggro|Pack|Stalk|Killer
rhoa kwi guardian	Dathomir	41	–	rhoa kwi	carn. (120)	leath. (86)	mamm. (76)	Spit; Melee|Tame (15%)|Aggro|Pack|Stalk|Killer
rhoa kwi hunter	Dathomir	40	–	rhoa kwi	carn. (120)	leath. (86)	mamm. (76)	Melee; Ranged|Aggro|Pack|Stalk|Killer
rhoa kwi pack leader	Dathomir	46	–	rhoa kwi	carn. (120)	leath. (86)	mamm. (76)	Melee; Ranged|Tame (10%)|Aggro|Pack|Stalk|Killer
rill	Tatooine	2	–	rill	carn. (35)	brist. (20)	mamm. (15)	Melee|Tame (25%)
riverside sulfur mynok	Lok	36	–	mynock	herb. (60)	leath. (78)	mamm. (30)	Disease|Tame (25%)|Aggro|Pack|Killer
roaming bordok stud	Endor	47	–	bordok	–	–	–	Melee|Tame (22%)|Pack
roaming desert borgle	Endor	51	–	borgle	–	leath. (5)	avian (5)	Melee|Tame (20%)|Aggro|Pack
roba	Endor	1	–	roba	–	–	–	Melee
roba	Endor	44	–	roba	–	–	–	Melee|Tame (20%)|Pack
roba boar	Endor	44	–	roba	–	–	–	Melee|Tame (20%)
roba pack leader	Endor	46	–	roba	–	–	–	Melee|Tame (10%)|Pack
roba runt	Endor	44	–	roba	–	–	–	Melee|Tame (20%)
rock beetle	Tatooine	18	–	rock beetle	insect (6)	scale. (8)	–	Spit; Melee|Tame (25%)|Herd
rock beetle	Tatooine	19	–	rock beetle	insect (6)	scale. (8)	–	Spit; Melee|Tame (25%)|Aggro|Pack
rockmite	Tatooine	3	–	rockmite	insect (3)	scale. (4)	–	Melee|Tame (25%)|Herd
rogue bageraset	Corellia	11	–	self	herb. (230)	leath. (130)	mamm. (80)	Spit; Melee|Milk (W)|Tame (25%)|Aggro|Killer
rogue bantha	all	14	–	bantha	herb. (400)	wool. (300)	mamm. (200)	Melee|Milk (W)
rogue falumpaset	Naboo	14	–	self	herb. (190)	leath. (110)	mamm. (80)	Spit; Melee|Milk (W)|Tame (20%)|Aggro
rogue fambaa	Naboo	22	–	self	rept. (1075)	leath. (700)	mamm. (675)	Melee|Milk (W)|Tame (20%)|Aggro|Pack
ronto	Tatooine	1	–	ronto	–	–	–	Melee
ronto	Tatooine	17	–	ronto	herb. (450)	leath. (300)	mamm. (180)	Melee|Milk (W)|Tame (25%)|Herd
ro-roo	Kash (Ka)	18	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee
rot mite	Talus	10	–	decay mite	insect (3)	scale. (2)	–	Melee|Tame (25%)|Herd
rotten gut remmer king	Endor	60	–	remmer	–	–	–	Melee|Tame (10%)|Aggro|Pack|Killer!
rotting decay mite guard	Corellia	13	–	decay mite	insect (9)	–	–	Disease|Tame (25%)|Aggro|Pack|Herd|Killer
runted Rill	Tatooine	1	–	rill	carn. (3)	brist. (3)	mamm. (1)	Melee|Tame (25%)|Killer
runty pharple	Lok	1	–	pharple	avian (15)	brist. (7)	avian (5)	Melee|Herd
salt mynock	Lok	22	–	mynock	herb. (50)	leath. (70)	mamm. (20)	Melee|Tame (25%)|Aggro|Pack
sand beetle	Tatooine	23	–	giant sand beetle	insect (6)	scale. (8)	–	Melee|Tame (25%)|Aggro|Pack|Killer
sandreaver	Tatooine	19	–	dewback	rept. (340)	leath. (260)	mamm. (185)	Melee|Tame (5%)|Aggro|Stalk
sandy spined snake	Lok	13	–	spined snake	rept. (8)	leath. (3)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Killer
sanguin bloodseeker hierarch	Endor	61	–	bloodseeker	–	–	–	Melee|Tame (10%)|Aggro|Pack|Killer
sap-covered forest mite queen	Rori	19	–	bark mite	insect (15)	–	–	Spit; Melee|Herd
sathog	Kash (Ka)	20	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
savage flewt queen	Naboo	5	–	flewt	avian (6)	leath. (6)	avian (6)	Melee|Tame (10%)|Aggro|Pack|Herd
savage guf drolg	Talus	15	–	guf drolg	rept. (550)	leath. (460)	mamm. (320)	Melee|Tame (25%)|Aggro|Pack
savage humbaba	Corellia	23	–	self	dom. (265)	leath. (168)	mamm. (118)	Spit; Melee|Milk (W)|Tame (25%)|Aggro|Pack|Herd
savage huurton	Dantooine	51	E	warren huurton (")	wild (35)	–	mamm. (35)	Melee|Aggro|Pack|Killer
savage pugoriss	Rori	15	–	pugoriss	carn. (350)	leath. (400)	mamm. (350)	Melee|Tame (25%)|Aggro|Pack
savage quenker	Dantooine	34	–	quenker	–	–	–	Spit; Melee|Tame (25%)|Aggro|Pack
Sawtooth	Kashyyyk	61	E	uller	carn. (1020)	leath. (900)	mamm. (850)	Melee|Tame (0.1%)
scavenger rat	Corellia	5	–	self	wild (4)	leath. (3)	mamm. (2)	Melee
scorched krevol	Rori	5	–	krevol	insect (10)	scale. (10)	–	Melee|Tame (25%)
Scratch	Kash (RT)	80	E	minstyngar	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Killer
screaming kai tok	Rori	18	–	kai tok	carn. (25)	leath. (41)	avian (46)	Spit; Melee|Tame (25%)
scyk	Tatooine	11	–	scyk	carn. (40)	brist. (25)	mamm. (18)	Poison|Tame (25%)|Aggro|Pack|Stalk
seething bol crusher	Dantooine	43	–	bol	–	leath. (300)	mamm. (180)	Disease|Tame (10%)|Herd
Selindrolich	Kash (SC)	76	B	Blackscale	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
sentry hermit spider	Naboo	4	–	hermit spider	insect (9)	–	–	Poison|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
sevorrt	Tatooine	5	–	self	rept. (10)	leath. (10)	mamm. (4)	Melee|Tame (25%)
sewer worrt	Tatooine	1	–	minor worrt	rept. (3)	leath. (3)	mamm. (1)	Melee|Tame (25%)|Herd
shadevale stalk	Kash (DF)	37	–	forest snake	carn. (18)	scale. (21)	–	Melee|Tame (5%)|Aggro|Pack|Stalk|Killer
shadevale venomsting	Kash (DF)	37	–	forest snake	carn. (18)	scale. (21)	–	Melee|Tame (5%)|Aggro|Pack|Stalk|Killer
shaggy Gurk youth	Lok	30	–	gurk	–	leath. (275)	mamm. (300)	Melee|Herd

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
shallow torton	Rori	19	–	torton	carn. (650)	wool. (575)	mamm. (650)	Melee|Herd
sharnaff	Corellia	1	–	sharnaff	–	–	–	Melee
sharnaff	Corellia	22	–	sharnaff	carn. (450)	scale. (300)	mamm. (180)	Melee|Milk (W)|Pack
sharnaff bull	Corellia	23	–	sharnaff	carn. (482)	scale. (335)	mamm. (200)	Melee|Pack
sharnaff reckless ravager	Corellia	22	–	sharnaff	carn. (450)	scale. (300)	mamm. (180)	Melee|Tame (5%)|Pack|Killer
sharptooth langlatch	Lok	16	–	langlatch	carn. (16)	wool. (16)	mamm. (16)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd
shaupaut	Naboo	13	–	shaupaut	carn. (6)	brist. (4)	mamm. (4)	Melee|Tame (25%)|Stalk
shaupaut hunter	Naboo	21	–	shaupaut	carn. (10)	brist. (6)	mamm. (6)	Melee|Tame (25%)|Aggro|Pack|Stalk
shear mite	Dathomir	1	–	shearmite	–	–	–	Melee
shear mite	Dathomir	16	–	shearmite	insect (15)	scale. (12)	–	Melee|Tame (25%)|Aggro|Pack|Stalk
shear mite broodling	Dathomir	5	–	shearmite	insect (15)	scale. (3)	–	Melee|Tame (25%)|Stalk
shear mite hunter	Dathomir	30	–	shearmite	insect (15)	scale. (12)	–	Poison|Tame (25%)|Aggro|Pack|Stalk|Killer
shear mite queen	Dathomir	38	–	shearmite	insect (15)	scale. (12)	–	Spit; Melee; Poison|Aggro|Pack|Stalk
shear mite soldier	Dathomir	20	–	shearmite	insect (15)	scale. (12)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk
shimmering lantern bird	Endor	34	–	lantern	–	leath. (41)	avian (46)	Melee|Tame (20%)|Herd
sickle rasp	Rori	5	–	rasp	avian (15)	–	avian (5)	Poison|Herd
sickly decay mite queen	Talus	19	–	decay mite	insect (15)	–	–	Spit; Melee; Disease|Aggro|Pack|Herd
Sickly Womprat	Tatooine	1	–	womp rat less. desert	wild (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Herd
Silkthrower (a webweaver)	Kash (Et)	49	E	Etyyy webweaver	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
Singing Mountain clan rancor	Dathomir	50	–	Mountain clan (")	carn. (620)	leath. (510)	mamm. (480)	Melee|Aggro|Pack|Stalk
skreeg adolescent	Yavin 4	15	–	skreeg	herb. (17)	brist. (9)	mamm. (7)	Melee|Pack
skreeg female	Yavin 4	16	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
skreeg gatherer	Yavin 4	15	–	skreeg	herb. (18)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Pack
skreeg hunter	Yavin 4	20	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack|Killer
skreeg infant	Yavin 4	1	–	skreeg	herb. (15)	brist. (9)	mamm. (7)	Melee
skreeg male	Yavin 4	22	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
skreeg scout	Yavin 4	18	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
skreeg warrior	Yavin 4	26	–	skreeg	herb. (7)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
skreeg warrior elite	Yavin 4	30	–	skreeg	herb. (5)	brist. (9)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
slice hound	Corellia	1	–	slice hound	–	–	–	Melee
slice hound	Corellia	7	–	slice hound	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
slice hound	Dantooine	51	E	self	carn. (65)	brist. (35)	mamm. (30)	Melee|Can't be harmed|Herd
slinking voritor hunter	Dantooine	55	–	voritor lizard	carn. (90)	leath. (65)	avian (50)	Melee|Tame (20%)|Aggro|Pack|Stalk|Killer
sludge panther	Talus	16	–	sludge panther	carn. (24)	leath. (30)	mamm. (31)	Melee|Tame (25%)|Aggro|Pack|Stalk|Killer
sludgepanther	Dantooine	51	E	self	carn. (24)	leath. (30)	mamm. (31)	Melee|Can't be harmed|Killer
slum rat	Tatooine	2	–	womp rat lesser desert	wild (7)	leath. (7)	mamm. (3)	Melee|Tame (25%)|Herd
snorbal	Lok	1	–	snorbal	–	–	–	Melee
snorbal	Lok	30	–	domestic snorbal	herb. (545)	leath. (440)	mamm. (400)	Melee|Milk (W)|Pack|Herd
snorbal matriarch	Lok	45	–	snorbal	herb. (600)	leath. (475)	mamm. (435)	Melee|Milk (W)|Pack|Herd
song rasp	Talus	8	–	rasp	avian (10)	–	avian (3)	Melee
spiked krevol	Naboo	3	–	krevol horned	rept. (25)	scale. (15)	mamm. (7)	Melee|Tame (25%)
spiked slasher	Dantooine	55	–	voritor lizard	carn. (65)	leath. (40)	avian (50)	Poison|Tame (5%)|Aggro|Pack|Killer
Spiketop (an uller)	Kash (Et)	46	E	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
spined puc	Yavin 4	14	–	spined puc	rept. (6)	leath. (6)	–	Melee|Tame (25%)|Aggro
spined snake	Lok	17	–	spined snake	rept. (11)	leath. (5)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Killer
spined snake recluse	Lok	14	–	self	rept. (11)	leath. (5)	–	Spit; Melee; Poison|Tame (25%)|Aggro
spineflap gatherer	Naboo	5	–	capper spineflap	–	scale. (5)	avian (3)	Melee|Tame (25%)
spineflap guard	Naboo	12	–	capper spineflap	–	scale. (5)	avian (3)	Spit; Melee|Tame (25%)|Pack|Stalk
spineflap handmaiden	Naboo	12	–	capper spineflap	–	scale. (5)	avian (3)	Spit; Melee|Tame (25%)
spineflap queen	Naboo	12	–	capper spineflap	–	scale. (5)	avian (3)	Poison|Tame (10%)|Aggro|Pack
spineflap soldier	Naboo	12	–	capper spineflap	–	scale. (5)	avian (3)	Spit; Melee|Tame (25%)|Aggro|Pack
spitting rawl	Naboo	22	–	self	carn. (65)	brist. (35)	mamm. (35)	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Killer
squall	Endor	1	–	squall	–	–	–	Melee
squall	Endor	38	–	squall	–	brist. (12)	mamm. (8)	Melee|Tame (25%)|Herd
squill	Tatooine	12	–	squill	carn. (6)	leath. (6)	mamm. (5)	Melee|Tame (25%)|Stalk
Steel Claw	Kash (DF)	36	E	forest mouf	carn. (90)	leath. (60)	mamm. (50)	Melee
stintaril	Yavin 4	14	–	stinaril	carn. (5)	brist. (3)	mamm. (2)	Melee|Tame (25%)
stintaril fleshripper	Yavin 4	16	–	stinaril	carn. (5)	brist. (3)	mamm. (2)	Melee|Tame (5%)|Aggro
stintaril prowler	Yavin 4	84	–	stinaril	carn. (9)	brist. (7)	mamm. (6)	Spit; Melee|Aggro|Pack|Killer!
stintaril ravager	Yavin 4	16	–	stinaril	carn. (7)	brist. (5)	mamm. (4)	Disease|Tame (25%)
stintaril scavenger	Yavin 4	10	–	stinaril	carn. (5)	brist. (3)	mamm. (2)	Melee|Tame (25%)
Stoneleg (a walluga)	Kash (Et)	50	E	Etyyy walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
stoneskin hanadak	Endor	60	–	hanadak	carn. (40)	brist. (40)	mamm. (40)	Melee|Tame (5%)|Aggro|Pack|Killer!
stoneskin walluga	Kash (Ka)	27	–	walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
Stormtrooper dewback	Tatooine	13	–	Imperial (")	rept. (360)	leath. (275)	mamm. (250)	Melee|Pack
stout ikopi buck	Naboo	5	–	ikopi	wild (70)	brist. (60)	mamm. (45)	Melee|Tame (5%)|Pack|Herd
stunted huf dun	Talus	7	–	huf dun	herb. (775)	leath. (800)	mamm. (775)	Melee|Herd
stunted woolamander	Yavin 4	18	–	woolamander	–	wool. (20)	mamm. (20)	Melee|Aggro|Pack

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
sulfur pool mynock	Lok	30	–	mynock	herb. (57)	leath. (75)	mamm. (27)	Melee|Tame (25%)|Aggro|Pack
sunstained dune lizard	Tatooine	18	–	dune lizard	carn. (85)	brist. (50)	mamm. (35)	Spit; Melee|Tame (5%)|Aggro|Pack|Stalk|Herd|Killer
surefoot brackaset	Dathomir	42	–	brackaset	wild (100)	leath. (91)	mamm. (81)	Melee|Herd
swamp gurrcat	Corellia	11	–	self	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (25%)|Herd
swamp humbaba	Corellia	19	–	self	dom. (250)	leath. (150)	mamm. (105)	Melee|Milk (W)|Tame (25%)|Herd
swamp stalk	Naboo	30	E	swamp tusk cat	carn. (65)	brist. (35)	mamm. (35)	Melee|Tame (20%)|Aggro|Pack|Stalk|Killer
swarming kliknik	Yavin 4	6	–	kliknik	carn. (5)	scale. (4)	–	Spit; Melee|Tame (5%)|Aggro|Pack
swarming lesser dewback	Tatooine	12	–	self	rept. (175)	leath. (125)	mamm. (100)	Melee|Pack|Stalk|Herd
swift charging bol	Dantooine	40	–	bol	–	leath. (300)	mamm. (180)	Melee|Tame (5%)|Herd
swirl prong	Endor	1	–	swirl prong	–	–	–	Melee
swirl prong	Endor	35	–	swirl prong	–	–	–	Melee|Milk (W)|Tame (20%)
swirl prong impaler	Endor	37	–	swirl prong	–	–	–	Melee|Tame (20%)
swirl prong pack leader	Endor	36	–	swirl prong	–	–	–	Melee|Tame (20%)|Herd
tabage	Corellia	11	–	tabage	carn. (18)	brist. (24)	mamm. (7)	Melee|Tame (25%)|Aggro|Pack
tabage protector	Corellia	12	–	tabage	carn. (14)	leath. (14)	mamm. (14)	Poison|Tame (25%)|Aggro|Pack|Herd
tabage scavenger	Corellia	11	–	tabage	carn. (13)	leath. (13)	mamm. (13)	Melee|Tame (25%)|Aggro|Pack|Stalk|Herd
Tame Rill	Tatooine	1	–	rill	carn. (3)	brist. (3)	mamm. (1)	Melee|Tame (25%)
tame Womprat	Tatooine	1	–womp rat lesser desert		wild (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Herd
tame Worrt	Tatooine	2	–	worrt	rept. (5)	leath. (5)	mamm. (2)	Melee|Tame (25%)
tamed gurrcat	all	4	–	Rebel (")	carn. (65)	brist. (35)	mamm. (30)	Melee|Stalk
tamed huurton	all	11	–	Rebel (")	–	–	–	Melee|Herd
tamed razor cat	all	11	–	Rebel (")	carn. (65)	brist. (35)	mamm. (30)	Melee|Stalk
tamed slice hound	all	4	–	Rebel (")	carn. (65)	brist. (35)	mamm. (30)	Melee
tanc mite	Yavin 4	7	–	tank mite	insect (4)	–	–	Melee|Tame (25%)|Herd
tanc mite warrior	Yavin 4	16	–	tank mite	insect (3)	–	–	Spit; Melee|Aggro|Pack|Herd
Tatooine mynock	Tatooine	2	–	self	herb. (50)	leath. (70)	mamm. (20)	Melee|Tame (25%)
tattered torton	Rori	17	–	torton	carn. (1200)	wool. (1100)	mamm. (1200)	Melee|Herd
tempest rill	Tatooine	5	–	rill	carn. (35)	brist. (20)	mamm. (15)	Melee|Tame (5%)
terrible quenker	Dantooine	35	–	quenker	–	–	–	Spit; Melee|Tame (5%)|Aggro|Pack
thune	Dantooine	1	–	thune	–	–	–	Melee
thune	Dantooine	41	–	thune	herb. (115)	wool. (125)	–	Melee|Tame (25%)|Pack|Herd
thune grassland guardian	Dantooine	48	–	thune	herb. (135)	wool. (150)	–	Melee|Milk (W)|Tame (15%)|Aggro|Pack
thune herd leader	Dantooine	44	–	thune	herb. (135)	wool. (150)	–	Melee|Tame (10%)|Pack|Herd|Killer
timid vir vur	Rori	5	–	vir vur	avian (6)	–	mamm. (1)	Melee|Tame (25%)
tormented bocatt	Tatooine	19	–	bocatt	rept. (100)	leath. (60)	mamm. (35)	Spit; Melee|Tame (5%)|Aggro|Stalk
torton	Rori	1	–	torton	–	–	–	Melee
torton	Rori	25	–	torton	carn. (1300)	wool. (1150)	mamm. (1300)	Melee|Herd
torton pygmy matriarch	Rori	26	–	torton	carn. (700)	wool. (500)	mamm. (700)	Melee|Aggro|Pack|Herd|Killer
tortur	Talus	21	–	tortur	carn. (1300)	leath. (1150)	mamm. (1300)	Melee|Herd
tortur bull	Talus	26	–	tortur	carn. (1300)	leath. (1151)	mamm. (1301)	Melee|Herd
toxic merek battlelord	Endor	54	–	merek	–	leath. (45)	–	Spit; Melee; Poison|Tame (25%)|Aggro|Pack|Stalk|Herd|Killer
toxic slasher	Rori	14	–	vir vur	avian (10)	–	mamm. (2)	Poison|Tame (5%)|Aggro|Pack|Herd
tusk cat	Dantooine	51	E	self	carn. (75)	brist. (45)	mamm. (40)	Melee|Can't be harmed|Milk (W)|Killer
Tusken bantha	Tatooine	30	–	Tusken raider (")	herb. (475)	wool. (350)	mamm. (375)	Melee
twilight vir vur	Rori	13	–	vir vur	avian (6)	–	mamm. (1)	Melee|Tame (25%)|Stalk
tybis	Yavin 4	1	–	tybis	–	–	–	Melee
tybis	Yavin 4	24	–	tybis	herb. (275)	brist. (200)	mamm. (125)	Melee|Herd
tybis youth	Yavin 4	18	–	tybis	herb. (200)	brist. (150)	mamm. (100)	Melee|Herd
uller	Kashyyyk	25	–	uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
uller	Kash (Ka)	25	–	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)
uller	Kash (Et)	44	–	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
uller hellstalk	arena	62	E	arena	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
uller packleader	Kash (Ka)	27	–	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Pack
uller stoneclaw	Kash (Ka)	27	E	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Pack
uller warhoof	Kash (Et)	47	E	Etyyy uller	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
urnsor'is caretaker	Kash (My)	66	E	Myyydril urn	carn. (30)	–	–	Melee|Aggro
Urnsor'is Eviscerater	Kash (My)	69	E	Myyydril urn	carn. (80)	–	–	Melee|Aggro
urnsor'is guardian	Kash (My)	68	E	Myyydril urn	carn. (90)	–	–	Melee|Aggro
urnsor'is handmaiden	Kash (My)	67	E	Myyydril urn	carn. (100)	–	–	Melee|Aggro
urnsor'is soldier	Kash (My)	67	E	Myyydril urn	carn. (50)	–	–	Melee|Aggro
urnsor'is thrasher	Kash (My)	69	E	Myyydril urn	carn. (80)	–	–	Melee|Aggro
urnsor'is worker	Kash (My)	65	E	Myyydril urn	carn. (50)	–	–	Melee|Aggro
uwari beetle	Kash (My)	34	–	Myyydril beetle	insect (15)	scale. (15)	–	Melee|Tame (5%)|Aggro
vampiric gackle bat	Yavin 4	13	–	gacklebat	carn. (4)	brist. (2)	mamm. (3)	Melee|Tame (5%)|Aggro|Pack
varactyl	all	10	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)
varactyl	Kashyyyk	25	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
varactyl	Kash (Ka)	26	–	varactyl (Kachirho)	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
varactyl	Kashyyyk	65	–	varactyl (Kachirho)	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
varactyl preystalk	Kash (Ka)	30	–	varactyl (Kachirho)	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
varactyl venomblade	arena	64	E	arena	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack|Stalk
variegated womp rat	Tatooine	12	–	self	wild (3)	leath. (3)	mamm. (2)	Melee|Tame (25%)|Aggro|Pack|Herd
veermok	Naboo	1	–	veermok	–	–	–	Melee
veermok	Naboo	17	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack
veermok	Naboo	17	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)
veermok cannibal	Naboo	20	–	self	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)|Aggro|Pack|Stalk
veermok guard	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (15%)
veermok guard	Naboo	19	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack
veermok hunter	Naboo	19	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)|Stalk|Killer
veermok pygmy	Naboo	21	–	veermok	carn. (250)	brist. (200)	mamm. (80)	Melee|Aggro|Pack
veermok ravager	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)|Aggro|Pack|Killer
veermok scavenger	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)|Aggro|Pack
veermok scout	Naboo	17	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)|Stalk
veermok scout	Naboo	19	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack|Stalk
veermok sentry	Naboo	18	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Tame (25%)
veermok sentry	Naboo	19	–	veermok	carn. (150)	brist. (150)	mamm. (60)	Melee|Aggro|Pack
vehement warrior	Corellia	4	–	durni	herb. (5)	wool. (3)	mamm. (2)	Melee|Tame (5%)
veneral devourer	Rori	18	–	pugoriss	carn. (35)	leath. (40)	mamm. (45)	Melee|Tame (5%)|Aggro|Herd
venom-filled arachne	Endor	64	–	arachne	–	–	–	Spit; Melee; Poison|Tame (10%)|Aggro|Pack|Killer!
verne	Dathomir	1	–	verne	–	–	–	Melee
verne	Dathomir	16	–	verne	herb. (125)	leath. (90)	mamm. (80)	Melee|Tame (25%)|Pack|Herd
verne bull	Dathomir	18	–	verne	wild (110)	leath. (95)	mamm. (85)	Melee|Milk (W)|Tame (25%)|Aggro|Pack|Herd
verne calf	Dathomir	14	–	verne	wild (18)	leath. (15)	mamm. (12)	Melee|Herd
vesp	Lok	1	–	vesp	–	–	–	Melee
vesp	Lok	23	–	vesp	rept. (10)	leath. (5)	–	Melee|Tame (25%)|Aggro|Pack
vesp hunter	Lok	24	–	vesp	rept. (10)	leath. (5)	–	Spit; Melee|Tame (25%)|Aggro|Pack
vesp scavenger	Lok	27	–	vesp	rept. (9)	leath. (3)	–	Spit; Melee|Tame (25%)|Aggro|Pack
vexed voritor lizard	Dantooine	50	–	voritor lizard	carn. (50)	leath. (50)	avian (50)	Melee|Tame (20%)|Aggro|Pack
vibrant mouf	Kash (Et)	45	–	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
vicious huf dun	Talus	19	–	huf dun	herb. (850)	leath. (900)	mamm. (850)	Melee|Tame (25%)|Aggro|Killer
vicious mouf	Kash (Et)	44	–	Etyyy mouf	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
vicious Rill	Tatooine	3	–	rill	carn. (35)	brist. (20)	mamm. (15)	Melee|Tame (25%)|Killer
vicious slice hound	Corellia	7	–	slice hound	carn. (65)	brist. (35)	mamm. (30)	Melee|Tame (10%)|Herd
vicious squall	Rori	11	–	squall	herb. (12)	brist. (17)	mamm. (12)	Melee|Tame (25%)|Aggro|Pack|Herd
vine rawl	Naboo	17	–	self	rept. (40)	scale. (30)	mamm. (15)	Poison|Tame (25%)|Killer
violent krahbu	Corellia	9	–	self	herb. (225)	brist. (135)	mamm. (135)	Melee|Tame (25%)|Aggro
vir vur	Rori	1	–	vir vur	–	–	–	Melee
vir vur	Rori	8	–	vir vur	avian (10)	–	mamm. (4)	Melee|Tame (25%)|Stalk|Herd
volatile scyk	Tatooine	12	–	scyk	carn. (40)	brist. (25)	mamm. (18)	Poison|Tame (5%)|Aggro|Pack|Stalk
voracious patriarch	Rori	36	–	torton	carn. (1300)	wool. (1150)	mamm. (1300)	Melee|Aggro|Pack|Herd
voracious rasp	Talus	43	–	voracious rasp	avian (60)	–	avian (25)	Poison|Aggro|Pack|Stalk|Herd|Killer
voritor dasher	Dantooine	46	–	voritor lizard	carn. (40)	leath. (30)	avian (35)	Spit; Melee|Tame (20%)|Aggro|Pack
voritor lizard	Dantooine	45	–	voritor lizard	carn. (35)	leath. (25)	avian (30)	Spit; Melee|Tame (25%)|Aggro|Pack
vrelt	Corellia	2	–	vrelt	wild (4)	leath. (3)	mamm. (2)	Melee
vrelt mother	Corellia	5	–	vrelt	carn. (13)	brist. (13)	mamm. (13)	Spit; Melee|Tame (25%)|Herd
vrobal	Rori	14	–	vrobal	carn. (13)	leath. (18)	mamm. (13)	Melee|Tame (25%)
vrobal bull	Rori	18	–	vrobal	carn. (15)	leath. (22)	mamm. (16)	Melee|Tame (25%)
vrobal sow	Rori	18	–	vrobal	carn. (13)	leath. (20)	mamm. (15)	Melee|Tame (25%)
vrobalet	Rori	5	–	vrobal	carn. (10)	leath. (17)	mamm. (11)	Melee|Tame (25%)
vynock	Corellia	7	–	self	herb. (50)	leath. (70)	mamm. (20)	Melee|Tame (25%)
walluga	Kashyyyk	27	–	walluga	herb. (18)	brist. (21)	mamm. (23)	Poison|Tame (5%)|Aggro|Pack|Stalk
walluga	Kashyyyk	27	–	walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
walluga	Kash (Et)	44	–	Etyyy walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
walluga skullsmasher	Kash (RT)	54	–	Etyyy walluga	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
war gronda	Corellia	23	–	gronda	carn. (390)	leath. (300)	mamm. (240)	Melee|Tame (25%)|Aggro|Pack|Herd|Killer
warren thune	Dantooine	51	E	self	herb. (115)	wool. (125)	–	Melee|Can't be harmed|Herd
wasteland cu pa	Tatooine	20	–	cu pa	rept. (215)	brist. (100)	mamm. (115)	Spit; Melee|Tame (25%)|Herd
webweaver	Kashyyyk	25	–	self	herb. (18)	brist. (21)	mamm. (23)	Melee|Tame (5%)|Aggro|Pack
webweaver	Kash (Et)	47	–	Etyyy webweaver	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro
webweaver bloodseeker	Kash (DF)	37	–	webweaver	insect (18)	brist. (21)	–	Melee|Tame (5%)|Aggro|Stalk
webweaver bonerender	arena	60	E	arena	insect (18)	brist. (21)	–	Melee|Tame (5%)|Aggro|Pack|Stalk
webweaver dark stalk	Kash (RT)	65	E	webweaver rryatt	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack|Stalk
webweaver gravespinner	Kash (DF)	37	–	webweaver	insect (18)	brist. (21)	–	Melee|Tame (5%)|Aggro|Stalk
webweaver spiker	Kash (Et)	48	E	Etyyy webweaver	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack
webweaver tombsinger	Kash (DF)	38	–	webweaver	insect (18)	brist. (21)	–	Melee|Tame (5%)|Aggro|Stalk
webweaver trail phantom	Kash (RT)	67	E	webweaver rryatt	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack|Stalk
webweaver warrior	Kash (Et)	49	–	Etyyy webweaver	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack

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Creature	Where	Lvl	Diff	SocGp(PvP)	Meat	Hide	Bone	Notes
webweavver shadow ravager	Kash (RT)	66	E	webweaver rryatt	herb. (18)	brist. (21)	mamm. (23)	Melee|Aggro|Pack|Stalk
whisper bird female	Yavin 4	15	–	whisperbird	avian (65)	–	avian (40)	Melee|Herd
whisper bird hatchling	Yavin 4	4	–	whisperbird	avian (55)	–	avian (30)	Melee|Herd
whisper bird male	Yavin 4	16	–	whisperbird	avian (65)	–	avian (40)	Melee|Herd
wild bladeback boar	Tatooine	40	–	zucca boar	wild (120)	leath. (80)	mamm. (50)	Melee|Killer
wild dune boar	Tatooine	50	E	zucca boar	herb. (90)	leath. (80)	mamm. (75)	Melee|Tame (1%)|Aggro|Pack|Killer
wolf kima	Talus	18	–	self	herb. (10)	brist. (11)	mamm. (10)	Melee|Tame (25%)|Aggro|Pack|Stalk
womp rat	Tatooine	4	–	womp rat	wild (4)	leath. (3)	mamm. (2)	Melee|Tame (25%)|Herd
wonderous cu-pa	Tatooine	12	–	cu pa	rept. (215)	brist. (100)	mamm. (115)	Spit; Melee|Milk (W)|Tame (5%)|Aggro|Pack|Herd
wood mite	Rori	11	–	bark mite	insect (5)	scale. (4)	–	Melee|Tame (25%)
wood mite matriarch	Rori	12	–	bark mite	insect (10)	–	–	Melee|Pack|Herd
wood mite royal guard	Rori	16	–	bark mite	insect (15)	–	–	Spit; Melee|Tame (25%)|Aggro|Pack|Herd|Killer
wooded paralope	Corellia	4	–	self	herb. (5)	wool. (3)	mamm. (2)	Melee|Tame (25%)|Herd
woodland kima	Talus	17	–	self	herb. (7)	brist. (9)	mamm. (7)	Melee|Tame (25%)
woolamander	Yavin 4	1	–	woolamander	–	–	–	Melee
woolamander	Yavin 4	23	–	woolamander	–	wool. (20)	mamm. (20)	Melee|Aggro|Pack|Herd
woolamander gatherer	Yavin 4	28	–	woolamander	carn. (20)	wool. (20)	mamm. (20)	Melee|Stalk|Herd
woolamander harrower	Yavin 4	51	–	woolamander	carn. (40)	brist. (40)	mamm. (40)	Melee|Aggro|Pack|Herd|Killer
woolamander harvester	Yavin 4	38	–	woolamander	–	wool. (20)	mamm. (20)	Melee|Aggro|Pack|Herd
woolamander reaper	Yavin 4	46	–	woolamander	carn. (35)	wool. (20)	mamm. (20)	Melee|Aggro|Pack|Herd|Killer
wormed vrobal	Rori	10	–	self	carn. (13)	leath. (20)	mamm. (15)	Melee|Tame (25%)|Aggro|Pack
worrt	Tatooine	3	–	worrt	rept. (5)	leath. (5)	mamm. (2)	Melee|Tame (25%)
worrt gutbuster	Tatooine	13	–	worrt	rept. (9)	leath. (9)	mamm. (4)	Melee|Tame (5%)
wrix	Corellia	12	–	wrix	carn. (60)	brist. (30)	mamm. (25)	Melee|Tame (25%)|Herd
young baz nitch	Dathomir	18	–	baz nitch	wild (5)	leath. (3)	mamm. (3)	Melee|Aggro|Pack|Herd|Killer
young borgle	Rori	1	–	borgle	carn. (5)	leath. (5)	avian (5)	Melee
young borgle gruntling	Rori	1	–	borgle	carn. (10)	leath. (10)	avian (10)	Melee
young hanadak rock crusher	Endor	37	–	hanadak	–	brist. (35)	mamm. (35)	Melee|Tame (10%)|Aggro|Pack|Herd
young malkloc	Dathomir	17	–	malkloc	herb. (850)	leath. (900)	mamm. (850)	Melee|Herd
young malkloc plainswalker	Dathomir	53	–	malkloc plainswalker	herb. (1500)	leath. (1350)	mamm. (1100)	Melee|Herd
young mountain squill	Tatooine	23	–	mountain squill	carn. (2)	leath. (2)	mamm. (1)	Melee|Tame (25%)|Aggro|Herd
young reptilian flier	Dathomir	8	–	reptilian flier	avian (120)	leath. (75)	avian (70)	Melee|Aggro|Pack
young spined snake	Lok	10	–	spined snake	rept. (7)	leath. (2)	–	Poison|Aggro|Pack
Ysskir	Kash (SC)	74	B	Blackscale	carn. (90)	leath. (65)	avian (50)	Melee|Aggro|Pack
zucca boar	Tatooine	1	–	zucca boar	–	–	–	Melee
zucca boar	Tatooine	8	–	zucca boar	herb. (65)	leath. (40)	mamm. (25)	Melee|Tame (25%)

ANDROIDS

Droid	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
abandoned battle droid	Kash (RT)	70	E	abandoned droid	(carbine)	Aggro|Pack
abandoned droideka	Kash (RT)	72	E	abandoned droid	Melee	Aggro|Pack
abandoned super battle droid	Kash (RT)	70	E	abandoned droid	(carbine, pistol)	Aggro|Pack
altered AT-ST	Dantooine	55	B	warren cyborg (")	Melee	Aggro|Pack|Killer
altered destroyer droid	Dantooine	53	E	warren teraud (")	Melee	
altered spider droid	Dantooine	51	E	warren teraud (")	Melee	
Battle Droid	Endor	77	E	Death Watch (")	Carbineer 10	Aggro|Pack|Killer!
Blastromech	all	75	–	self	Ranged	Aggro|Pack|Killer!
Dantari battlelord	Dantooine	35	–	Dantari raider (")	Pikeman 8; Teräs Käsi 8	Aggro|Pack|Killer
Dark Trooper	all	32	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer
Droid Bodyguard	Naboo	50	–	Clone Relics armsdealer	Melee	Pack
droideka	Lok	29	–	droideka	Melee	Aggro|Pack|Killer
droideka	all	41	–	droideka	Melee	Aggro|Pack|Stalker
droideka	Lok	46	–	droideka	Melee	Aggro|Pack|Killer
elite Dark Trooper	all	64	–	Imperial (")	Carbineer 10; Swordsman 10	Killer!
enhanced droid	Dantooine	52	E	warren teraud (")	Melee	Aggro|Pack|Killer
exogen class dark trooper	all	64	–	Imperial (")	Carbineer 10; Pistoleer 10	Killer!
IG assassin droid	all	18	–	self	Melee	Stalker|Killer
Nym's droideka	Lok	35	–	Nym (")	Melee	Pack|Killer
Nym's droideka	Lok	45	–	Nym (")	Melee	Pack|Killer
Rogue Droid	Dantooine	22	–	Clone Relics droid (")	Melee	Pack
Rogue Droid	Naboo	50	–	Clone Relics durge droid	Melee	Pack
rogue droid	Dantooine	52	E	warren teraud (")	Melee	Aggro|Pack|Killer
Rogue Droid	Naboo	80	–	Clone Relics durge droid	Melee	Pack
Super Battle Droid	Endor	81	E	Death Watch (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
victory class dark trooper	all	32	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer

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DROIDS

Droid	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
2-1B (medical droid)	all	1	–	surgicaldroid	Melee	Can't be harmed
2-1B surgical droid	all	1	–	surgicaldroid	Melee	
3PO protocol droid	all	1	–	protocoldroid	Melee	
Arakyd DZ-70 fugitive tracker droid	all	18	–	trackerdroid	Melee	Stalker
astromech waiter	all	4	–	astromech	Melee	
Bomarr monk	Tatooine	1	–	spiderdroid	Melee	
Bomarr monk abbot	Tatooine	2	–	spiderdroid	Melee	
Bomarr monk bodyguard	Tatooine	2	–	spiderdroid	Melee	
Bomarr monk healer	Tatooine	1	–	spiderdroid	Melee	Herd
Bomarr monk initiate	Tatooine	1	–	spiderdroid	Melee	Herd
C118 (binary load lifter)	all	8	–	loadlifter	Melee	Can't be harmed
C-3PO	all	20	–	Rebel (")	Melee	Can't be harmed
CLL-8 binary load lifter	all	8	–	loadlifter	Melee	
Darth Maul probe droid	all	1	–	self	Melee	Stalker
EG-6 power droid	all	1	–	powerdroid	Melee	
EV-9D9	all	2	–	self	Melee	Can't be harmed
forgotten creation	Kash (My)	74	E	Myyydril urn	Melee	Aggro
G 5PO	Tatooine	20	–	Hutt (")	Melee	Can't be harmed
haywire security droid	Yavin 4	64	–	Geonosian monster (")	(ranged)	Aggro|Pack|Killer!
helper R2 unit	all	4	–	astromech	Melee	Can't be harmed
ITO interrogator	all	1	–	self	Melee	
LE repair droid	all	18	–	self	Melee	
LIN demolition mech	all	1	–	self	Melee	
MSE-6 "Mouse" droid	all	1	–	self	Melee	
N-K "Necrosis"	Kash (My)	82	B	Myyydril grievous	(grievous)	Aggro|Pack|Herd
NK-3	Kash (My)	79	B	Myyydril grievous	Melee	Aggro|Pack|Herd
Probot droid	all	18	–	probot	Ranged	Stalker
probot drone	all	5	–	Imperial (")	Ranged	Stalker
probot seeker	all	7	–	Imperial (")	Ranged	Stalker
R2 unit	all	4	–	astromech	Melee	
R2 unit	all	18	–	astromech	Melee	
R3 unit	all	4	–	astromech	Melee	
R3 unit	all	18	–	astromech	Melee	
R4 unit	all	4	–	astromech	Melee	
R4 unit	all	18	–	astromech	Melee	
R5 unit	all	4	–	astromech	Melee	
R5 unit	all	18	–	astromech	Melee	
RA-7 "Bug" droid	all	1	–	self	Melee	
Repair Droid	Endor	20	–	self	Melee	
Robo bartender	all	1	–	self	Melee	
training remote	all	1	–	self	Melee	
TT8L "Tattletale" droid	all	1	–	self	Melee	
TT8L-Y7 "Tattletale" droid	all	2	–	self	Melee	
WED Treadwell droid	all	1	–	self	Melee	

NPCS

NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Aa'kuan anarchist	Talus	30	–	Aa'kuan (")	Pikeman 7	Pack|Killer
Aa'kuan assassin	Talus	28	–	Aa'kuan (")	Swordsman 6	Pack|Killer
Aa'kuan champion	Talus	30	–	Aa'kuan (")	Pikeman 7	Pack|Killer
Aa'kuan defender	Talus	20	–	Aa'kuan (")	Pikeman 5	Pack|Killer
Aa'kuan follower	Talus	10	–	Aa'kuan (")	Pikeman 2	
Aa'kuan guardian	Talus	22	–	Aa'kuan (")	Pikeman 5	Pack|Killer
Aa'kuan keeper	Talus	13	–	Aa'kuan (")	Pikeman 3	Pack|Killer
Aa'kuan sentinel	Talus	17	–	Aa'kuan (")	Swordsman 4	Pack|Killer
Aa'kuan spice guard	Talus	26	–	Aa'kuan (")	Swordsman 6	Pack|Killer
Aa'kuan steward	Talus	14	–	Aa'kuan (")	Pikeman 3	Missions|Pack|Killer
Aa'kuan warder	Talus	27	–	Aa'kuan (")	Pikeman 6	Missions|Pack|Killer
Aaph Koden	Tatooine	8	–	townsperson	Carbineer 2	Can't be harmed
abandoned Rebel private	Dantooine	33	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
adept Jinda shaman	Endor	67	–	Jinda (")	Teräs Käsi 7	
adept Panshe shaman	Endor	63	–	Panshee (")	Rifleman 5; Pikeman 5	
Afarathu brute	Corellia	13	–	Afarathu (")	Pikeman 2; Carbineer 2	Aggro|Pack|Killer
Afarathu cult bodyguard	Corellia	15	–	Afarathu (")	Swordsman 3; Carbineer 3	Aggro|Pack|Killer
Afarathu cult follower	Corellia	15	–	Afarathu (")	Carbineer 1; Pikeman 1	

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Afarathu cult leader	Corellia	16	–	Afarathu (")	Carbineer 4; Swordsman 4	Missions|Aggro|Pack|Killer
Afarathu cult zealot	Corellia	15	–	Afarathu (")	Pikeman 3; Carbineer 3	Aggro|Pack|Killer
Afarathu hellion	Corellia	15	–	Afarathu (")	Swordsman 3; Carbineer 3	Aggro|Pack|Killer
Afarathu ruffian	Corellia	14	–	Afarathu (")	Rifleman 1; Pistoleer 1	
Afarathu savage	Corellia	15	–	Afarathu (")	Teräs Käsi 1; Carbineer 1	Aggro
agriculturalist	all	8	–	townsperson (")	Pistoleer 2	Missions|Herd
agriculturalist	all	8	–	townsperson (")	Teräs Käsi 2; Carbineer 2	Missions|Herd
Alkhara bandit	Tatooine	20	–	Alkhara (")	Rifleman 3; Pikeman 3	Stalker|Killer
Alkhara bandit king	Tatooine	22	–	Alkhara (")	Rifleman 4; sword 4	Stalker|Killer
Alkhara champion	Tatooine	20	–	Alkhara (")	Carbineer 4; polearm 4	Stalker|Killer
Alkhara lieutenant	Tatooine	20	–	Alkhara (")	Rifleman 4; Swordsman 4	Stalker|Killer
Alliance intelligence case	all	22	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Alliance intelligence case officer	all	22	–	Rebel (")	Rifleman 5; Pistoleer 5	Killer
anguished wookiee	Kash (Ka)	25	–	mad Wookiee	Melee	Aggro|Pack
Ankura Gungan	Naboo	5	–	Gungan (")	Carbineer 2; Swordsman 2	Missions
Ankura gungan	Naboo	24	–	Gungan (")	Carbineer 2; Pistoleer 2	
apprentice creature handler	all	11	–	Rebel (")	Carbineer 3; Pistoleer 3	
archaic Gondula ritualist	Endor	73	–	Gondula (")	Pikeman 7; Rifleman 7	
archaic Jinda ritualist	Endor	65	–	Jinda (")	Teräs Käsi 9	
archaic Panshee ritualist	Endor	64	–	Panshee (")	Rifleman 10; Swordsman 10	
archeologist	quest	19	–	townsperson	Melee	Can't be harmed
area coordinator	all	13	–	Rebel (")	Carbineer 3; Pistoleer 3	
area coordinator	all	13	–	Rebel (")	(carbine, polearm)	
artisan	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions
artisan	all	1	–	townsperson (")	(unarmed, carbine)	Missions
assassin	all	22	–	mercenary	Carbineer 5; Pistoleer 5	Killer
assassin	all	22	–	mercenary	Swordsman 5; Carbineer 5	Killer
Assault Trooper	all	26	–	Imperial (")	Carbineer 6; Pistoleer 6	Stalker|Killer
Assault Trooper	all	26	–	Imperial (")	Carbineer 6; Swordsman 6	Stalker|Killer
Assault Trooper Squad Leader	all	28	–	Imperial (")	Rifleman 6; Pistoleer 6	Stalker|Killer
audience member	all	1	–	townsperson (")	Melee	Can't be harmed
Aujante Klee	Dathomir	19	–	Mountain clan (")	Melee	
Avatar guard	Kashyyyk	75	E	Blackscale [avatar] (")	(carbine, sword)	Aggro|Pack
Avatar guard captain	Kashyyyk	76	E	Blackscale [avatar] (")	(carbine, sword)	Aggro|Pack
Avatar scalelord	Kashyyyk	78	E	Blackscale [avatar] (")	(rifle, sword)	Aggro|Pack
bandit	all	5	–	bandit (")	Swordsman 2; Carbineer 2	Stalker
Barada		1	–	Jabba (")	Melee	Can't be harmed
bartender	all	1	–	townsperson (")	(unarmed)	Missions
battle worn Rebel officer	all	28	–	Rebel (")	Melee	Pack|Stalker
bedraggled Korga laborer	Endor	75	–	Korga (")	Teräs Käsi 6	Aggro|Pack
bedraggled Pubam laborer	Endor	65	–	Pubam (")	Teräs Käsi 5	Aggro|Pack
beguiling Donkuwah scout	Endor	56	–	Donkuwah (")	Teräs Käsi 4	Aggro|Pack|Stalker|Killer
beguiling Korga scout	Endor	74	–	Korga (")	Teräs Käsi 7	Aggro|Pack|Stalker|Killer!
beguiling Pubam scout	Endor	63	–	Pubam (")	Teräs Käsi 5	Aggro|Pack|Stalker|Killer
Beldonna's League enforcer	Corellia	27	–	Beldonna's League (")	Carbineer 5; Pikeman 5	Pack|Killer
Beldonna's League marshal	Corellia	27	–	Beldonna's League (")	Carbineer 6; Swordsman 6	Missions|Pack|Killer
Beldonna's League scout	Corellia	26	–	Beldonna's League (")	Rifleman 4; Pistoleer 4	Missions|Pack
Beldonna's League soldier	Corellia	26	–	Beldonna's League (")	Swordsman 4; Pistoleer 4	Pack
berserk marauder	Endor	79	E	Endor marauder (")	Melee	Aggro|Pack|Killer!
bewitching Donkuwah shaman	Endor	59	–	Donkuwah (")	Teräs Käsi 5	Aggro|Pack|Killer
bewitching Korga dark shaman	Endor	76	–	Korga (")	Teräs Käsi 9	Aggro|Pack|Killer!
bewitching Pubam dark shaman	Endor	65	–	Pubam (")	Teräs Käsi 7	Aggro|Pack|Killer
Big Nworb Yorel the Bad	Kash (Ka)	32	E	canopy bandit	(carbine, polearm)	Missions|Aggro|Pack|Killer
Binayre chief	Talus	21	–	binayre (")	Rifleman 5; Pistoleer 5	Aggro|Pack
Binayre hooligan	Talus	7	–	binayre (")	Pikeman 2; Carbineer 2	Aggro|Pack
Binayre pirate	Talus	15	–	binayre (")	Carbineer 3; Swordsman 3	Aggro|Pack
Binayre ruffian	Talus	13	–	binayre (")	Swordsman 3; Carbineer 3	Aggro|Pack
Binayre scalawag	Talus	10	–	binayre (")	Teräs Käsi 2; Bounty Hunter 2	Aggro|Pack
Binayre smuggler	Talus	18	–	binayre (")	Smuggler 3; Swordsman 3	Aggro|Pack
Binayre swindler	Talus	19	–	binayre (")	Pistoleer 4; Swordsman 4	Missions|Aggro|Pack
Binna Jode	Tatooine	8	–	townsperson	Carbineer 2; Pikeman 2	Can't be harmed
Bith assassin	all	18	–	bith	Rifleman 4; Pistoleer 4	
Bith musician	Tatooine	8	–	townsperson	Melee	Can't be harmed|Missions
Bith sniper	all	7	–	bith	Rifleman 2; Pistoleer 2	
Black Hole Stormtrooper	all	28	–	Imperial (")	Carbineer 6; Pistoleer 6	Pack|Killer
Black Hole Stormtrooper Squad Leader	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Pack|Killer
Black Sun Assassin	Endor	78	E	Death Watch (")	Swordsman 10; Carbineer 10	Aggro|Pack|Killer!
Black Sun Guard	Endor	77	E	Death Watch (")	Carbineer 10; Swordsman 10	Aggro|Pack|Killer

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Black Sun Henchman	Endor	74	E	Death Watch (")	Pikeman 10; Swordsman 10	Aggro|Pack|Killer
Black Sun Initiate	Talus	18	–	bandit	Carbineer 4; Pistoleer 4	Aggro|Pack
Black Sun Minion	Talus	21	–	bandit	Carbineer 5; Pistoleer 5	Aggro|Pack
Black Sun Smuggler	Talus	19	–	bandit	Carbineer 4; Pistoleer 4	Missions|Aggro|Pack
Black Sun Thug	Endor	75	E	Death Watch (")	Teräs Käsi 10; Carbineer 10	Aggro|Pack|Killer
Black Sun Thug	Endor	76	E	Death Watch (")	Teräs Käsi 10; Carbineer 10	Aggro|Pack|Killer
blackscale assaulter	Kash (SC)	73	E	Blackscale	Melee	Aggro|Pack|Killer
blackscale berserker	Kash (SC)	75	E	Blackscale	Melee	Aggro|Pack
blackscale enforcer	Kash (Et)	47	E	Blackscale	(mixed)	Aggro|Pack
blackscale enforcer	Kash (SC)	71	E	Blackscale	(mixed)	Aggro|Pack
blackscale guard	Kash (Et)	46	E	Blackscale	(pistol)	Aggro|Pack
blackscale guard	Kash (SC)	68	E	Blackscale	(pistol)	Aggro|Pack
Blackscale Jailer	Kashyyyk	75	E	Blackscale [avatar] (")	(pistol, sword)	Aggro|Pack
blackscale trooper	Kash (SC)	75	E	Blackscale	(carbine)	Aggro|Pack
Blackscale Watch Commander	Kashyyyk	78	E	Blackscale [avatar] (")	(carbine, sword)	Aggro|Pack|Killer
blacksclae guard	Kash (DF)	37	E	Blackscale	(pistol)	Aggro|Pack
Blerx Tango	Tatooine	8	–	townsperson	Carbineer 2; Pistoleer 2	Can't be harmed
Blood Razor berzerker	Lok	39	–	Bloodrazor (")	Teräs Käsi 9; Pistoleer 9	Aggro|Pack|Killer
Blood Razor captain	Lok	40	–	Bloodrazor (")	Rifleman 9; Pistoleer 9	Aggro|Pack|Killer
Blood Razor cutthroat	Lok	33	–	Bloodrazor (")	Swordsman 7; Pistoleer 7	Aggro|Pack|Killer
Blood Razor destroyer	Lok	37	–	Bloodrazor (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Killer
Blood Razor elite pirate	Lok	31	–	Bloodrazor (")	Pikeman 7; Pistoleer 7	Aggro|Pack|Killer
Blood Razor guard	Lok	37	–	Bloodrazor (")	Swordsman 8; Pistoleer 8	Aggro|Pack|Killer
Blood Razor officer	Lok	38	–	Bloodrazor (")	Carbineer 9; Swordsman 9	Aggro|Pack|Killer
Blood Razor scout	Lok	31	–	Bloodrazor (")	Rifleman 7; Pistoleer 7	Aggro|Pack|Killer
Blood Razor strong pirate	Lok	25	–	Bloodrazor (")	Pikeman 5	Aggro|Pack|Killer
Blood Razor weak pirate	Lok	20	–	Bloodrazor (")	Pikeman 5	Aggro|Pack|Killer
blood-crazed plains Marauder	Endor	81	E	Endor marauder (")	Teräs Käsi 10	Aggro|Pack|Stalker|Killer!
bodyguard	all	4	–	mercenary	Carbineer 1; Pistoleer 1	
bodyguard	all	4	–	mercenary	Swordsman 1; Pistoleer 1	
Bodyguard	Naboo	34	–	Clone Relics armsdealer	Melee	Pack
bombardier	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Bors Teraud	Dantooine	55	B	warren teraud (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
Borvo's bruiser	Naboo	14	–	Borvo (")	Teräs Käsi 3; Pistoleer 3	Pack
Borvo's champion	Naboo	15	–	Borvo (")	Swordsman 5; Carbineer 5	Killer
Borvo's guard	Naboo	15	–	Borvo (")	Swordsman 3; Pistoleer 3	Pack|Herd
Borvo's mercenary	Naboo	14	–	Borvo (")	Carbineer 3; Pistoleer 3	Pack
Borvo's mercenary	Naboo	14	–	Borvo (")	Pikeman 3; Carbineer 3	
Borvo's soldier	Naboo	14	–	Borvo (")	Rifleman 2; Pistoleer 2	Pack|Stalker
Borvo's thief	Naboo	14	–	Borvo (")	Swordsman 4; Pistoleer 4	
Borvo's thug	Tatooine	8	–	townsperson	Rifleman 2; Pistoleer 2	Can't be harmed
Borvo's thug	Naboo	14	–	Borvo (")	Carbineer 4; Swordsman 4	Herd
Bothan diplomat	all	1	–	spynet	Teräs Käsi 1; Carbineer 1	Missions
Bothan information broker	all	1	–	spynet	Carbineer 1; Pistoleer 1	Missions|Stalker
Bothan information broker	all	1	–	spynet	Teräs Käsi 1	Missions|Stalker
bounty hunter	all	23	–	mercenary	Carbineer 5; Pistoleer 5	Killer
brawler	all	2	–	mercenary	Teräs Käsi 1; Carbineer 1	Stalker
brawler	all	2	–	mercenary	Teräs Käsi 1; Pistoleer 1	Stalker
Brea Tonnika	Tatooine	8	–	townsperson	Swordsman 2; Pistoleer 2	Can't be harmed
Bren Kingai	Tatooine	20	–	townsperson (")	Rifleman 5; Pistoleer 5	Aggro|Pack|Killer
brigand	all	1	–	brigand	Pikeman 1; Carbineer 1	Aggro|Pack|Stalker
brigand assassin	all	18	–	brigand	Swordsman 4; Carbineer 4	Aggro|Pack|Stalker|Killer
brigand leader	all	18	–	brigand	Pistoleer 4; Carbineer 4	Aggro|Pack|Killer
brigand scout	all	13	–	brigand	Rifleman 1; Pistoleer 1	Aggro|Pack|Killer
businessman	all	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
businessman	all	1	–	townsperson (")	Teräs Käsi 1; Pistoleer 1	Missions
cannibal	Tatooine	4	–	cannibal	Teräs Käsi 1	
Canopy bandit	Kash (Ka)	27	–	canopy bandit	(pistol, sword)	Missions|Aggro|Pack
Canopy cutthroat	Kash (Ka)	28	–	canopy bandit	(carbine, polearm)	Missions|Aggro|Pack
Canopy reaper	Kash (Ka)	30	–	canopy bandit	(rifle, sword)	Missions|Aggro|Pack
Canyon Corsair captain	Lok	50	–	Corsairs (Canyon Corsair)	Smuggler 10; Carbineer 10	Aggro|Pack|Killer
Canyon Corsair cutthroat	Lok	34	–	Corsairs (Canyon Corsair)	Swordsman 8; Carbineer 8	Aggro|Pack|Killer
Canyon Corsair destroyer	Lok	38	–	Corsairs (Canyon Corsair)	Carbineer 9; Swordsman 9	Aggro|Pack|Killer
Canyon Corsair elite pirate	Lok	40	–	Corsairs (Canyon Corsair)	Carbineer 9; Pistoleer 9	Aggro|Pack|Killer
Canyon Corsair guard	Lok	36	–	Corsairs (Canyon Corsair)	Pikeman 9; Carbineer 9	Aggro|Pack|Killer
Canyon Corsair scout	Lok	30	–	Corsairs (Canyon Corsair)	Rifleman 7; Pistoleer 7	Aggro|Pack|Killer
Canyon Corsair strong pirate	Lok	35	–	Corsairs (Canyon Corsair)	Carbineer 8; Pistoleer 8	Aggro|Pack|Killer
Canyon Corsair weak pirate	Lok	30	–	Corsairs (Canyon Corsair)	Carbineer 7; Pistoleer 7	Aggro|Pack|Killer

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Capt. Loftus	Tatooine	8	–	townsperson	Carbineer 2; Swordsman 2	Can't be harmed
Captain Beshk	Kash (SC)	76	B	Blackscale	(polearm, rifle)	Aggro|Pack
Captain Eso	Yavin 4	20	–	Rebel (")	Pistoleer 5; Carbineer 5	
Captain Hassk	Rori	70	–	Rorgungan (")	Melee	Aggro|Pack|Herd|Killer
Captain of the Guard	Kash (Ka)	34	E	Kashyyyk	(melee, ranged)	Pack
Captain Sarguillo	Dathomir	63	–	villager (")	Carbineer 10; Pistoleer 10	Can't be harmed|Missions|Killer
Captain Tish	Naboo	16	–	RSF (Naboo Sec. Force)	Carbineer 4; Pikeman 4	Killer
caravan leader	all	19	–	caravan (jabba)	Carbineer 4; Pikeman 4	Herd|Killer
caravan thug	all	15	–	caravan (jabba)	Teräs Käsi 3; Carbineer 3	Herd
Chadra Fan assassin	all	20	–	Chadra Fan	Swordsman 5; Bounty Hunter 5	Stalker|Killer
Chadra Fan assassin	all	20	–	Chadra Fan	Swordsman 5; Carbineer 5	Stalker|Killer
Chadra Fan personnel	nowhere	2	–	Chadra Fan	Carbineer 1; Pistoleer 1	
Chadra Fan personnel	nowhere	2	–	Chadra Fan	Teräs Käsi 1; Pistoleer 1	
Chadra Fan thief	all	5	–	Chadra Fan	Swordsman 2; Carbineer 2	Stalker
Chadra Fan thief	all	5	–	Chadra Fan	Swordsman 2; Pistoleer 2	Stalker
chief engineer of Aurilia	Dathomir	11	–	villager (")	Teräs Käsi 3; Carbineer 3	Can't be harmed|Missions
Chiss poacher	Kash (Ka)	24	–	Chiss poacher	(pistol, sword)	Aggro|Pack
Chiss poacher	Kash (Et)	25	–	Chiss poacher	(rifle, sword)	Aggro|Pack
Chiss poacher defender	Kash (Et)	45	–	Chiss poacher	(rifle, sword)	Aggro|Pack
Chiss poacher guard	Kash (Ka)	25	–	Chiss poacher	(carbine, sword)	Aggro|Pack
Chiss poacher hunt master	Kash (Et)	46	E	Chiss poacher	(rifle, sword)	Aggro|Pack
Chiss poacher prey hunter	Kash (Hr)	78	E	Chiss poacher	(rifle, polearm)	Aggro|Pack
Chiss poacher smuggler	Kash (Et)	44	–	Chiss poacher	(pistol, sword)	Aggro|Pack
Chunker braggart	Talus	5	–	Chunker gang	Teräs Käsi 2; Swordsman 2	
Chunker bruiser	Talus	10	–	Chunker gang	Carbineer 2; Pistoleer 2	Aggro|Killer
Chunker bully	Talus	8	–	Chunker gang	Rifleman 2; Pistoleer 2	Aggro|Stalker
Chunker creep	Talus	7	–	Chunker gang	Teräs Käsi 2; Pistoleer 2	Aggro
Chunker goon	Talus	4	–	Chunker gang	Swordsman 1; Pistoleer 1	
Chunker mooch	Talus	4	–	Chunker gang	Teräs Käsi 1; Carbineer 1	
Chunker nitwit	Talus	1	–	Chunker gang	Swordsman 1	
Chunker pest	Talus	2	–	Chunker gang	Pikeman 1	Stalker
Chunker punk	Talus	2	–	Chunker gang	Teräs Käsi 1; Rifleman 1	Aggro
Chunker swindler	Talus	5	–	Chunker gang	Swordsman 2; Teräs Käsi 2	
civil patrol captain	all	7	–	Imperial (")	Carbineer 2; Pistoleer 2	
civil patrol commander	all	8	–	Imperial (")	Carbineer 2; Pistoleer 2	
civil patrol corporal	all	4	–	Imperial (")	Carbineer 1; Pistoleer 1	
civil patrol sergeant	all	5	–	Imperial (")	Carbineer 2; Pistoleer 2	
civilian patrolman	all	2	–	Imperial (")	Carbineer 1; Pistoleer 1	
Claw Bodyguard	Talus	36	–	Clone Relics Claw (")	Melee	Pack|Stalker
Claw Thug	Talus	21	–	Clone Relics Claw (")	Melee	Pack
comm operator	all	14	–	Imperial (")	Carbineer 3; Teräs Käsi 3	
command security guard	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Commander Byrne	all	23	–	Imperial (")	Carbineer 5; Teräs Käsi 5	Killer
commando	all	19	–	mercenary	Carbineer 4; Pistoleer 4	Killer
commando	all	19	–	mercenary	Carbineer 4; Swordsman 4	Killer
common thief	all	10	–	thug (")	Swordsman 2; Carbineer 2	
commoner	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions|Herd
commoner	all	1	–	townsperson (")	Pistoleer 10; Teräs Käsi 10	Missions|Herd
competent Jinda ritualist	Endor	65	–	Jinda (")	Teräs Käsi 5	
competent Panshee ritualist	Endor	62	–	Panshee (")	Swordsman 5; Rifleman 5	
CompForce trooper	all	21	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
CompForce trooper	all	21	–	Imperial (")	Carbineer 5; Teräs Käsi 5	Killer
computer scientist	Dantooine	51	E	warren teraud (")	Carbineer 6; Pistoleer 6	Aggro|Pack
Corellia Times investigator	Corellia	5	–	Corellia Times	Pistoleer 2; Carbineer 2	Missions
Corellia Times reporter	Corellia	4	–	Corellia Times	Pistoleer 1; Carbineer 1	Missions
Corporal Sova	all	17	–	Imperial (")	Carbineer 4; Swordsman 4	
CorSec agent	Corellia	18	–	Corsec (")	Carbineer 4; Pistoleer 4	
CorSec Cadet	Corellia	17	–	Corsec (")	Carbineer 3; Pistoleer 3	
CorSec Captain	Corellia	18	–	Corsec (")	Rifleman 5; Pistoleer 5	Killer
CorSec Chief	Corellia	20	–	Corsec (")	Rifleman 6; Pistoleer 6	Missions|Killer
CorSec Commissioner	Corellia	20	–	Corsec (")	Carbineer 7; Pistoleer 7	Killer
CorSec deserter	Corellia	18	–	Corsec rogue (")	Carbineer 2; Pistoleer 2	Aggro|Pack
CorSec Detective	Corellia	18	–	Corsec (")	Rifleman 3; Pistoleer 3	Missions
CorSec Inspector Sergeant	Corellia	19	–	Corsec (")	Carbineer 4; Pistoleer 4	Killer
CorSec investigator	Corellia	18	–	Corsec (")	Carbineer 3; Pistoleer 3	Missions
CorSec Lieutenant	Corellia	18	–	Corsec (")	Carbineer 5; Pistoleer 5	Killer
CorSec Major	Corellia	19	–	Corsec (")	Carbineer 5; Pistoleer 5	Killer
CorSec Master Sergeant	Corellia	18	–	Corsec (")	Rifleman 4; Pistoleer 4	

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
CorSec Security Specialist	Corellia	25	–	Corsec (aggro) (")	Rifleman 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Sergeant	Corellia	17	–	Corsec (")	Carbineer 4; Pistoleer 4	
CorSec Soldier	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Agent	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Captain	Corellia	25	–	Corsec (aggro) (")	Rifleman 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Chief	Corellia	25	–	Corsec (aggro) (")	Rifleman 10; Pistoleer 10	Aggro|Pack|Killer
Corsec Special Ops Comissioner	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Inspector	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Lieutenant	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Major	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Master Sergeant	Corellia	25	–	Corsec (aggro) (")	Rifleman 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Sergeant	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec Special Ops Trainee	Corellia	25	–	Corsec (aggro) (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
CorSec traitor	Corellia	16	–	Corsec rogue (")	Carbineer 4; Pistoleer 4	Aggro|Pack|Killer
CorSec trooper	Corellia	17	–	Corsec (")	Carbineer 3; Pistoleer 3	
crafty Donkuwah scout	Endor	54	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
crafty Korga scout	Endor	74	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!
crafty Pubam scout	Endor	62	–	Pubam (")	Teräs Käsi 8	Aggro|Pack|Killer
crazed Geonosian guard	Yavin 4	66	–	self	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
crazed miner	Endor	75	E	Death Watch (")	Melee	Aggro|Pack
crazed scientist	Dantooine	50	E	self	Teräs Käsi 2	Aggro|Pack
crimelord	Tatooine	11	–	Jabba (Hutt)	Carbineer 3; Swordsman 3	
crimelord	Tatooine	15	–	Hutt (")	Carbineer 4; Pistoleer 4	
criminal	all	4	–	thug (")	Carbineer 1; Pikeman 1	Missions|Stalker
criminal	all	4	–	thug (")	Carbineer 1; Pistoleer 1	Missions|Stalker
Cyrans the Unfeeling	Kash (DF)	34	B	Sayormi	(polearm)	Aggro|Pack|Killer
Dageerin	Dathomir	1	–	villager (")	Carbineer 1; Pistoleer 1	Can't be harmed
Dantari chief	Dantooine	36	–	Dantari raider (")	Fencer 9; Teräs Käsi 9	Pack|Killer
Dantari raider	Dantooine	32	–	Dantari raider (")	Swordsman 5; Teräs Käsi 5	Aggro|Pack|Killer
Dantari strategist	Dantooine	32	–	Dantari raider (")	Swordsman 6; Teräs Käsi 6	Pack
dark side savage	Dantooine	59	–	remnants of kun	Melee	Killer!
Darklighter guard	all	7	–	Darklighter	Carbineer 2; Pistoleer 2	
Dathomir prisoner	all	11	–	prisoner	Teräs Käsi 3	
Dead Guard	Kash (Ka)	32	–	Kashyyyk	(melee, ranged)	Pack
Death Watch Bloodguard	Endor	78	E	Death Watch (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Death Watch Ghost	Endor	80	E	Death Watch (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Death Watch Overlord	Endor	82	B	Death Watch (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Death Watch Wraith	Endor	79	E	Death Watch (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
deep woods poacher	Kash (RT)	60	–	self	(rifle, polearm)	Aggro|Pack
deranged lost Rodian hunter	Kash (RT)	58	–	lost rodian hunter	(pistol, sword)	Aggro|Pack
dervish	Tatooine	5	–	self	Carbineer 2; Pikeman 2	Aggro|Pack|Stalker
Desert Demon	Tatooine	13	–	Desert Demon (")	Carbineer 2; Pistoleer 9	
Desert Demon	Tatooine	13	–	Desert Demon (")	Carbineer 2; Teräs Käsi 2	
Desert Demon bodyguard	Tatooine	14	–	Desert Demon (")	Carbineer 3; Pistoleer 3	Pack
Desert Demon bodyguard	Tatooine	14	–	Desert Demon (")	Carbineer 3; Swordsman 3	
Desert Demon brawler	Tatooine	13	–	Desert Demon (")	Carbineer 3; Teräs Käsi 3	Pack
Desert Demon brawler	Tatooine	13	–	Desert Demon (")	Teräs Käsi 3; Carbineer 3	
Desert Demon leader	Tatooine	14	–	Desert Demon (")	Carbineer 4; Pistoleer 4	Killer
Desert Demon leader	Tatooine	14	–	Desert Demon (")	Carbineer 4; Swordsman 4	Pack|Killer
Desert Demon marksman	Tatooine	13	–	Desert Demon (")	Rifleman 3; Pistoleer 3	Pack
Desert Demon marksman	Tatooine	13	–	Desert Demon (")	Rifleman 3; Pistoleer 3	
desert swooper	Tatooine	2	–	swoop (")	(carbine, pistol)	Herd
desert swooper leader	Tatooine	3	–	swoop (")	Smuggler 1; Teräs Käsi 1	
desert thug	Tatooine	1	–	thug (")	(unarmed, carbine)	
detention security guard	all	15	–	Imperial (")	Carbineer 3; Pikeman 3	
detention security guard	all	15	–	Imperial (")	Carbineer 3; Swordsman 3	
diax	Dathomir	21	–	Nightsister (")	Melee	
Dim-U abbot	Tatooine	4	–	Dim-U	Teräs Käsi 2	Herd
Dim-U cleric	Tatooine	3	–	Dim-U	Teräs Käsi 2	
Dim-U monastery nun	Tatooine	2	–	Dim-U	Teräs Käsi 1	Herd
Dim-U monk	Tatooine	2	–	Dim-U	Teräs Käsi 1	Herd
Dim-U preacher	Tatooine	5	–	Dim-U	Teräs Käsi 2	Herd
Dim-U priestess	Tatooine	5	–	Dim-U	Teräs Käsi 2	Herd
disciple of Lord Nyax	Corellia	32	E	Followers of Lord Nyax (")	Carbineer 3; Pistoleer 3	Missions|Aggro|Pack|Killer
Doak Sif	Talus	48	–	Sif (")	Pistoleer 10; Teräs Käsi 10	Aggro|Pack|Stalker|Killer
Donkuwah battlelord	Endor	56	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
Donkuwah chieftain	Endor	58	–	Donkuwah (")	Teräs Käsi 10	Aggro|Pack|Killer
Donkuwah cub	Endor	52	–	Donkuwah (")	Teräs Käsi 3	Aggro|Pack

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Donkuwah laborer	Endor	54	–	Donkuwah (")	Teräs Käsi 3	Aggro|Pack
Donkuwah scout	Endor	54	–	Donkuwah (")	Teräs Käsi 4	Aggro|Pack|Killer
Donkuwah shaman	Endor	57	–	Donkuwah (")	Teräs Käsi 7	Aggro|Pack|Killer
Donkuwah spiritmaster	Endor	56	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
Donkuwah tribesman	Endor	55	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
Drall abbot	Corellia	22	–	Drall (")	Carbineer 3; Teräs Käsi 3	
Drall chieftain	Corellia	23	–	Drall (")	Swordsman 5; Carbineer 5	Missions
Drall guard	Corellia	21	–	Drall (")	Carbineer 2; Pistoleer 2	
Drall guard	all	27	–	Rebel (")	Swordsman 6; Carbineer 6	Stalker
Drall master	Corellia	22	–	Drall (")	Pikeman 4; Carbineer 4	
Drall monk	Corellia	22	–	Drall (")	Teräs Käsi 3; Carbineer 3	Missions
Drall patriot	Corellia	22	–	Drall (")	Swordsman 2; Carbineer 2	
Drall patriot conqueror	Corellia	22	–	Drall (")	Carbineer 4; Swordsman 4	Killer
Drall patriot foot soldier	Corellia	22	–	Drall (")	Pikeman 3; Pistoleer 3	Killer
Drall patriot legionnaire	Corellia	23	–	Drall (")	Swordsman 3; Carbineer 3	Killer
Drall scientist	Corellia	24	–	self	Teräs Käsi 5	
Drall sentry	Corellia	22	–	Drall (")	Carbineer 2; Teräs Käsi 2	
dread pirate	all	22	–	pirate	Carbineer 5; Teräs Käsi 5	Aggro|Killer
droid corps junior technician	all	8	–	Imperial (")	Teräs Käsi 2; Carbineer 2	Stalker
Dulok outcast	Endor	53	–	Dulok outcast	Teräs Käsi 5	Aggro|Pack|Killer
Dulok outcast raider	Endor	54	–	Dulok outcast	Teräs Käsi 5	Aggro|Pack|Killer
Dune Stalker	Tatooine	5	–	Dune Stalker	Rifleman 2; Teräs Käsi 2	Stalker
Dune Stalker brawler	Tatooine	17	–	Dune Stalker	Teräs Käsi 2; Rifleman 2	Aggro|Pack|Stalker
Dune Stalker enforcer	Tatooine	18	–	Dune Stalker	Rifleman 2; Teräs Käsi 2	Aggro|Pack|Stalker
Dune Stalker leader	Tatooine	19	–	Dune Stalker	Rifleman 2; Teräs Käsi 2	Aggro|Pack|Stalker
Dune Stalker marksman	Tatooine	17	–	Dune Stalker	Carbineer 2; Teräs Käsi 2	Aggro|Pack|Stalker
Dune Stalker scavenger	Tatooine	8	–	Dune Stalker	Rifleman 2; Teräs Käsi 2	Aggro|Stalker
Durge	Naboo	64	–	Clone Relics durge droid	Melee	Pack
eerie Donkuwah spiritmaster	Endor	56	–	Donkuwah (")	Teräs Käsi 9	Aggro|Pack|Killer
eerie Korga spiritmaster	Endor	76	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!
eerie Pubam spiritmaster	Endor	62	–	Pubam (")	Teräs Käsi 2	Aggro|Pack|Killer
elite Canyon Corsair	Lok	45	–	Corsairs (Canyon Corsair)	Carbineer 10; Swordsman 10	Aggro|Pack|Killer
elite sand trooper	all	45	–	Imperial (")	Carbineer 10; Pistoleer 10	Killer
Elite Sand Trooper	all	45	–	Imperial (")	Rifleman 10; Pistoleer 10	Killer
enraged Donkuwah	Endor	56	–	Donkuwah (")	Teräs Käsi 7	Aggro|Pack|Killer
enraged Korga	Endor	77	–	Korga (")	Teräs Käsi 7	Aggro|Pack|Killer!
Enraged Miner	Rori	7	–	self	Teräs Käsi 2	Aggro|Pack|Herd|Killer
enraged Pubam	Endor	64	–	Pubam (")	Teräs Käsi 2	Aggro|Pack|Killer
entertainer	all	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
Eozlin	Dathomir	11	–	villager (")	Carbineer 3; Pistoleer 3	Can't be harmed|Missions
Erran Sif	Talus	67	–	Sif (")	Pistoleer 10; Carbineer 10	Aggro|Pack|Stalker|Killer!
Erriya (a Lost Soul)	Kash (My)	64	E	Myyydril urn	(carbine, force sword)	
escaped Nightsister slave	Dathomir	26	–	escaped slave	Melee	Aggro|Pack
escaped Singing Mountain clan slave	Dathomir	26	–	escaped slave	Melee	Aggro|Pack
escaped Wookiee	Kashyyyk	55	–	Kashyyyk	Melee	Aggro|Pack
evil hermit	Tatooine	2	–	evil	Teräs Käsi 1; Carbineer 1	
evil nomad	Tatooine	4	–	evil	Pikeman 1; Carbineer 1	Aggro|Pack
evil nomad	Tatooine	4	–	evil	Carbineer 1; Teräs Käsi 1	
evil settler	Tatooine	1	–	evil	Teräs Käsi 1; Carbineer 1	
Ewok outcast	Endor	71	–	Ewok outcast	Rifleman 7; Swordsman 7	Aggro
Ewok outcast raider	Endor	72	–	Ewok outcast	Swordsman 7; Rifleman 7	Aggro
Exemplar Zheus (Outcast)	Kash (DF)	67	B	webweaver (outcast)	(polearm, rifle)	
exiled gungan	Naboo	31	E	Borvo (")	Carbineer 9; Pistoleer 9	Aggro|Pack
explorer	all	4	–	mercenary	Carbineer 1; Pistoleer 1	Missions
eye of Solitude	Corellia	20	–	Solitude (Rebel)	Carbineer 3; Teräs Käsi 3	
fanatic of Lord Nyax	Corellia	30	E	Followers of Lord Nyax (")	Carbineer 4; Teräs Käsi 4	Aggro|Pack|Killer
Farious Gletch	Tatooine	8	–	townsperson	Melee	Can't be harmed
farmer	all	1	–	townsperson (")	Pistoleer 1	Missions|Herd
farmer	all	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
farmer	all	1	–	townsperson (")	Teräs Käsi 1; Pistoleer 1	Missions|Herd
farmer's child	Tatooine	1	–	townsperson (")	Melee	Can't be harmed|Herd
farmer's wife	Tatooine	1	–	townsperson (")	Melee	Can't be harmed|Herd
Fath Hray	Dathomir	20	–	Nightsister (")	Melee	
fatigued Rebel officer	all	30	–	Rebel (")	Melee	Pack
Fed-Dub Captain	Talus	19	–	Fed-Dub (")	Carbineer 4; Swordsman 4	Pack|Herd
Fed-Dub Commander	Talus	21	–	Fed-Dub (")	Melee	Missions|Pack|Herd
Fed-Dub Constable	Talus	11	–	Fed-Dub (")	Carbineer 3; Teräs Käsi 3	Pack|Herd
Fed-Dub investigator	Talus	14	–	Fed-Dub (")	Carbineer 3; Teräs Käsi 3	Missions|Pack|Herd

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Fed-Dub patrolman	Talus	7	–	Fed-Dub (")	Carbineer 2; Swordsman 2	Pack|Herd
Fed-Dub supporter	Talus	5	–	Fed-Dub (")	Carbineer 2; Teräs Käsi 2	Pack|Herd
feral Marauder	Endor	78	E	Endor marauder (")	Swordsman 10; Carbineer 10	Aggro|Killer
feral Selonian	Corellia	24	–	self	Pistoleer 3; Carbineer 3	Killer
feral Wookiee	Kash (RT)	64	–	self	Melee	Aggro|Pack
fiend of Lord Nyax	Corellia	32	E	Followers of Lord Nyax (")	Carbineer 6; Pistoleer 6	Aggro|Pack|Killer
Figrin Dan	Tatooine	8	–	townsperson	Melee	Can't be harmed
First Brigade captain	Rori	23	–	restuss (")	Carbineer 5; Pistoleer 5	Pack|Herd
First Brigade general	Rori	26	–	restuss (")	Pistoleer 6; Swordsman 6	Pack
First Brigade gunner	Rori	7	–	restuss (")	Carbineer 2; Swordsman 2	Pack|Herd
First Brigade infiltrator	Rori	13	–	restuss (")	Swordsman 3; Pistoleer 3	Pack|Stalker|Herd
First Brigade marine	Rori	15	–	restuss (")	Pikeman 3; Carbineer 3	Pack|Herd
First Brigade officer	Rori	17	–	restuss (")	Pistoleer 4; Carbineer 4	Pack|Herd
First Brigade scout	Rori	4	–	restuss (")	Rifleman 1; Pistoleer 1	Pack|Herd
First Brigade sergeant	Rori	8	–	restuss (")	Carbineer 2; Pistoleer 2	Pack|Herd
First Brigade technician	Rori	10	–	restuss (")	Teräs Käsi 2; Pistoleer 2	Pack|Herd
First Brigade trooper	Rori	2	–	restuss (")	Carbineer 1; Pistoleer 1	Pack|Herd
fixer	Tatooine	8	–	townsperson	Melee	Can't be harmed
Flail boss	Corellia	17	–	Flail (")	Carbineer 6; Swordsman 6	Aggro|Pack|Killer
Flail butcher	Corellia	17	–	Flail (")	Swordsman 5; Carbineer 5	Aggro|Pack|Killer
Flail cutthroat	Corellia	15	–	Flail (")	Pikeman 3; Carbineer 3	Aggro|Pack
Flail enforcer	Corellia	15	–	Flail (")	Carbineer 4; Teräs Käsi 4	Aggro|Pack
Flail executioner	Corellia	15	–	Flail (")	Carbineer 5; Swordsman 5	Aggro|Pack|Killer
Flail killer	Corellia	15	–	Flail (")	Teräs Käsi 4; Carbineer 4	Aggro|Pack
Flail slayer	Corellia	16	–	Flail (")	Swordsman 5; Carbineer 5	Aggro|Pack|Killer
foot of Solitude	Corellia	20	–	Solitude (Rebel)	Carbineer 2; Teräs Käsi 2	
force crystal hunter	Dantooine	61	–	remnants of kun	Force Saber Average	Aggro|Pack|Killer!
Force-sensitive crypt crawler	Dantooine	59	–	remnants of kun	Force Saber Average	Killer
Force-sensitive renegade	Dantooine	65	–	Force renegade	Melee	Killer
Force-trained archaist	Dantooine	65	–	Force renegade	Force Strong Evil	Killer!
forest stalker	Kash (Ka)	28	–	Kashyyyk resistance (")	(ranged, melee)	Aggro|Pack
forlorn wookiee	Kash (Ka)	23	–	mad Wookiee	Melee	Aggro|Pack
forsaken force drifter	Dantooine	66	–	Force renegade	Melee	Killer
foul Donkuwah laborer	Endor	55	–	Donkuwah (")	Teräs Käsi 5	Aggro|Pack
foul Korga laborer	Endor	73	–	Korga (")	Teräs Käsi 4	Aggro|Pack
foul Pubam laborer	Endor	66	–	Pubam (")	Teräs Käsi 7	Aggro|Pack
frantic lost Rodian hunter	Kash (RT)	59	–	lost rodian hunter	(pistol, sword)	Aggro|Pack
frenzied Donkuwah	Endor	58	–	Donkuwah (")	Teräs Käsi 9	Aggro|Pack|Killer
frenzied Korga	Endor	76	–	Korga (")	Teräs Käsi 8	Aggro|Pack|Killer!
frenzied Marauder	Endor	77	E	Endor marauder (")	Melee	Aggro|Pack|Killer!
frenzied Pubam	Endor	67	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer
frightened Rebel recruit	all	24	–	Rebel (")	Melee	Pack|Stalker
fringer	all	4	–	mercenary	Carbineer 1; Teräs Käsi 10	
fringer	all	4	–	mercenary	Teräs Käsi 1; Carbineer 1	
frontiersman	all	17	–	wilder	Carbineer 4; Pistoleer 4	Stalker|Killer
fugitive	Tatooine	4	–	thug (")	Carbineer 1; Pistoleer 1	
fugitive	Tatooine	4	–	thug (")	Carbineer 1; Teräs Käsi 10	
gadget specialist	quest	19	–	townsperson	Melee	Can't be harmed
Gadsle Distombe	Dathomir	80	–	Sith Shadow (")	Force Saber Novice	Aggro|Pack|Killer!
gambler	all	4	–	mercenary	Carbineer 1; Teräs Käsi 10	Missions|Stalker
gambler	all	5	–	thug (")	Carbineer 2; Pistoleer 2	Missions|Stalker
Gamorrean guard	Tatooine	8	–	Jabba (")	Carbineer 2; Swordsman 2	Can't be harmed|Killer
Garyn's dragoon	Rori	26	–	Garyn (")	Swordsman 6; Carbineer 6	Aggro|Pack|Killer
Garyn's lieutenant	Rori	31	–	Garyn (")	Carbineer 7; Swordsman 7	Aggro|Pack|Killer
Garyn's marauder	Rori	23	–	Garyn (")	Carbineer 5; Teräs Käsi 5	Aggro|Pack
Garyn's mugger	Rori	16	–	Garyn (")	Teräs Käsi 4; Carbineer 4	Aggro|Pack
Garyn's pirate	Rori	15	–	Garyn (")	Carbineer 3; Teräs Käsi 3	Aggro|Pack
Garyn's prowler	Rori	10	–	Garyn (")	Teräs Käsi 2; Carbineer 2	Aggro|Pack
Garyn's raider	Rori	20	–	Garyn (")	Swordsman 5; Carbineer 5	Aggro|Pack
Garyn's thief	Rori	15	–	Garyn (")	Carbineer 3; Swordsman 3	Aggro|Pack|Stalker
Garyn's vigo	Rori	32	–	Garyn (")	Carbineer 7; Pikeman 7	Aggro|Pack|Killer
General Otto	all	25	–	Imperial (")	Carbineer 5; Teräs Käsi 5	Killer
Geonosian scientist	Yavin 4	48	–	Geonosian (")	Pistoleer 10; Carbineer 10	
Geonosian technical assistant	Yavin 4	49	–	Geonosian (")	Pistoleer 10; Carbineer 10	
Geonosian worker	Yavin 4	45	–	Geonosian (")	Carbineer 10; Pistoleer 10	
Gerrik Lond	Tatooine	21	–	Jabba (")	Melee	
gifted Gondula shaman	Endor	73	–	Gondula (")	Rifleman 10; Swordsman 10	
gifted Jinda shaman	Endor	66	–	Jinda (")	Teräs Käsi 5	

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
gifted Panshee shaman	Endor	64	–	Panshee (")	Rifleman 9; Pikeman 9	
gnarled Donkuwah spiritmaster	Endor	58	–	Donkuwah (")	Teräs Käsi 8	Aggro|Pack|Killer
gnarled Korga spiritmaster	Endor	76	–	Korga (")	Teräs Käsi 7	Pack|Killer!
gnarled Pubam spiritmaster	Endor	68	–	Pubam (")	Teräs Käsi 7	Aggro|Pack|Killer!
Gondula chief	Endor	74	–	Gondula (")	Rifleman 10; Swordsman 10	
Gondula cub	Endor	71	–	Gondula (")	Pikeman 1; Rifleman 1	
Gondula elder	Endor	74	–	Gondula (")	Rifleman 10; Swordsman 10	
Gondula elder worker	Endor	73	–	Gondula (")	Swordsman 4; Rifleman 4	
Gondula kelbe	Endor	75	–	Gondula (")	Pikeman 4; Rifleman 4	
Gondula loremaster	Endor	73	–	Gondula (")	Rifleman 4; Pikeman 4	
Gondula matriarch	Endor	73	–	Gondula (")	Fencer 4; Rifleman 4	
Gondula outcast	Endor	71	–	Gondula (")	Rifleman 3; Swordsman 3	
Gondula ritualist	Endor	73	–	Gondula (")	Pikeman 4; Rifleman 4	
Gondula ritualist	Endor	73	–	Gondula (")	Swordsman 5; Rifleman 5	
Gondula shaman	Endor	72	–	Gondula (")	Rifleman 3; Pikeman 3	
Gondula tribesman	Endor	72	–	Gondula (")	Swordsman 2; Rifleman 2	
Gondula veteran	Endor	71	–	Gondula (")	Rifleman 8; Pikeman 8	
Gondula warrior	Endor	72	–	Gondula (")	Rifleman 5; Swordsman 5	
Gondula worker	Endor	72	–	Gondula (")	Pikeman 4; Rifleman 4	
Gorr Ebelt	Naboo	19	–	Jabba (")	Carbineer 4; Pistoleer 4	
Gotal hunt leader	Kash (RT)	72	E	gotal hunter rryatt	(rifle, polearm)	Aggro|Pack
Gotal hunter	Kash (RT)	68	E	gotal hunter rryatt	(rifle, polearm)	Aggro|Pack
Gotal hunting champion	Kash (RT)	71	E	gotal hunter rryatt	(carbine, polearm)	Aggro|Pack
Gotal trapper	Kash (RT)	70	E	gotal hunter rryatt	(rifle, polearm)	Aggro|Pack
governor	Naboo	7	–	Naboo (")	Pistoleer 2; Carbineer 2	Missions|Herd
governor	Naboo	7	–	Naboo (")	Teräs Käsi 2; Carbineer 2	Missions|Herd
Gramm Rile	Tatooine	20	–	townsperson (")	Rifleman 5; Pistoleer 5	Aggro|Pack|Killer
grassland blood Marauder	Endor	81	E	Endor marauder (")	Swordsman 10; Carbineer 10	Aggro|Pack|Stalker|Killer!
grassland raider	Endor	65	–	Endor marauder (")	Melee	Aggro|Pack|Killer!
Greck's assassin	Corellia	10	–	Olag Greck (")	Swordsman 2; Pistoleer 2	Killer
Greck's henchman	Corellia	2	–	Olag Greck (")	Swordsman 1; Carbineer 1	
Greck's mugger	Corellia	7	–	Olag Greck (")	Teräs Käsi 2; Carbineer 2	
Greck's smuggler	Corellia	4	–	Olag Greck (")	Carbineer 1; Swordsman 1	
grungy Donkuwah laborer	Endor	57	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
grungy Korga laborer	Endor	76	–	Korga (")	Teräs Käsi 5	Aggro|Pack|Killer
grungy Pubam laborer	Endor	65	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer
Gundark desperado	Rori	5	–	gundark gang (thug)	Carbineer 2; Pikeman 2	Stalker
Gundark hooligan	Rori	2	–	gundark gang (thug)	Carbineer 1; Swordsman 1	
Gundark raider	Rori	7	–	gundark gang (thug)	Carbineer 2; Teräs Käsi 2	
Gundark rogue	Rori	4	–	gundark gang (thug)	Swordsman 1; Carbineer 1	
Gundark ruffian	Rori	7	–	gundark gang (thug)	Teräs Käsi 2; Carbineer 2	
Gundarkcrook	Rori	1	–	gundark gang (thug)	Carbineer 1; Swordsman 1	
Gungan bomber	Naboo	24	–	Gungan (")	Rifleman 4; Pistoleer 4	Pack
Gungan bomber	Naboo	25	–	Gungan (")	Carbineer 4; Pistoleer 4	
Gungan Boss	Naboo	25	–	Gungan (")	Carbineer 4; Pistoleer 4	
Gungan Boss	Naboo	25	–	Gungan (")	Carbineer 4; Teräs Käsi 4	Pack
Gungan Captain	Naboo	25	–	Gungan (")	Carbineer 5; Pistoleer 5	Killer
Gungan Captain	Naboo	27	–	Gungan (")	Pikeman 5; Carbineer 5	Pack|Killer
Gungan General	Naboo	26	–	Gungan (")	Carbineer 6; Swordsman 6	Pack|Killer
Gungan General	Naboo	26	–	Gungan (")	Pistoleer 6; Carbineer 6	Killer
Gungan Grand Army soldier	Naboo	24	–	Gungan (")	Carbineer 4; Pistoleer 4	
Gungan Grand Army soldier	Naboo	25	–	Gungan (")	Rifleman 4; Pistoleer 4	Pack
Gungan guard	Naboo	23	–	Gungan (")	Pistoleer 4; Carbineer 4	
Gungan guard	Naboo	24	–	Gungan (")	Swordsman 4; Carbineer 4	Pack
Gungan hermit	Naboo	23	–	Gungan (")	Teräs Käsi 1; Carbineer 1	
Gungan hunter	Naboo	24	–	Gungan (")	Rifleman 4; Pistoleer 4	Pack
Gungan kaadu rider	Naboo	24	–	Gungan (")	Carbineer 3; Pistoleer 3	Pack
Gungan kaadu rider	Naboo	25	–	Gungan (")	Swordsman 3; Carbineer 3	
Gungan mercenary	Naboo	14	–	mercenary	Swordsman 3; Carbineer 3	Pack|Killer
Gungan outcast	Naboo	23	–	self	Teräs Käsi 2; Carbineer 2	Aggro|Pack|Stalker|Killer
Gungan priest	Naboo	23	–	Gungan (")	Teräs Käsi 2	Pack|Herd
gungan reject	Naboo	31	E	Borvo (")	Carbineer 8; Pistoleer 8	Aggro|Pack
Gungan scout	Naboo	23	–	Gungan (")	Rifleman 3; Pistoleer 3	Pack
Gungan war chief	Naboo	26	–	Gungan (")	Carbineer 5; Pistoleer 5	Killer
Gungan war chief	Naboo	26	–	Gungan (")	Pikeman 5; Carbineer 5	Pack|Killer
gunner	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
gunrunner	Tatooine	8	–	mercenary	Carbineer 2; Pistoleer 2	
gunrunner	Tatooine	14	–	mercenary	Carbineer 3; Pistoleer 3	Aggro|Pack

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haggard Donkuwah battlelord	Endor	56	–	Donkuwah (")	Teräs Käsi 5	Aggro|Pack|Killer
haggard Pubam battlelord	Endor	68	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
hand of Solitude	Corellia	20	–	Solitude (Rebel)	Carbineer 3; Teräs Käsi 3	Killer
hardened Gondula warrior	Endor	73	–	Gondula (")	Rifleman 10; Swordsman 10	Killer
hardened Imperial swamp trooper	Naboo	77	E	Imperial (")	Melee	Pack
hardened Jinda warrior	Endor	66	–	Jinda (")	Melee	Killer
hardened Panshee warrior	Endor	63	–	Panshee (")	Rifleman 4; Swordsman 4	Killer
Harwakokok the Mighty	Kashyyyk	80	B	Kashyyyk [avatar] (")	(melee, ranged)	Aggro|Pack|Killer
healthy looking Wookiee	Kash (Ka)	24	–	Kashyyyk	Melee	
Hedon Istee	Tatooine	8	–	townsperson	Melee	Can't be harmed
hermit	Tatooine	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	
Hidden Daggers activist	Corellia	17	–	Hidden Daggers (")	Carbineer 2; Pistoleer 2	
Hidden Daggers dissident	Corellia	18	–	Hidden Daggers (")	Teräs Käsi 2; Carbineer 2	
Hidden Daggers extremist	Corellia	18	–	Hidden Daggers (")	Carbineer 3; Pistoleer 3	Pack|Killer
Hidden Daggers leader	Corellia	19	–	Hidden Daggers (")	Swordsman 4; Carbineer 4	Pack|Killer
Hidden Daggers Lieutenant	Corellia	18	–	Hidden Daggers (")	Rifleman 3; Pistoleer 3	Missions|Pack|Killer
High Colonel	all	24	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
highwayman	all	8	–	brigand	Rifleman 2; Pistoleer 2	Aggro|Pack|Killer
hired mercenary	all	21	–	self	Melee	Aggro|Pack|Killer
Hirsch Sif	Talus	57	–	Sif (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Stalker|Killer
hunter	all	5	–	mercenary	Rifleman 2; Pistoleer 2	Stalker
hunter	all	7	–	mercenary	Rifleman 2; Pistoleer 2	Stalker
hunter	Talus	16	–	Talus poachers	Rifleman 4; Pistoleer 4	Stalker|Killer
Hutt Expeditionary Force leader	Yavin 4	22	–	Hutt (")	Carbineer 5; Pistoleer 5	Killer
Hutt Expeditionary Force member	Yavin 4	17	–	Hutt (")	Carbineer 4; Swordsman 4	Killer
Hutt Expeditionary Force surveyor	Yavin 4	15	–	Hutt (")	Carbineer 3; Pikeman 3	Killer
Hutt outcast	Tatooine	2	–	self	(unarmed, carbine)	
Ikka Gesul	Tatooine	8	–	townsperson	Melee	Can't be harmed
Imperial 1st lieutenant	all	20	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial 1st lieutenant	all	30	–	Imperial (")	Melee	Pack
Imperial Army Captain	all	21	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial bombardier	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial Brigadier General	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial cadet	all	7	–	Imperial (")	Carbineer 2; Pistoleer 2	
Imperial cadet squadleader	all	10	–	Imperial (")	Carbineer 2; Pistoleer 2	
Imperial captain	all	21	–	Imperial (")	Carbineer 5; Swordsman 5	Killer
Imperial captain	all	31	–	Imperial (")	Melee	Pack
Imperial Colonel	all	23	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial colonel	all	23	–	Imperial (")	Carbineer 5; Swordsman 5	Killer
Imperial comm op	all	14	–	Imperial (")	Carbineer 3; Pistoleer 3	
Imperial comm op	all	24	–	Imperial (")	Melee	Pack
Imperial command security guard	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Imperial command security guard	all	25	–	Imperial (")	Melee	Pack
Imperial coordinator	all	10	–	self	Swordsman 2; Teräs Käsi 2	Aggro|Pack|Killer
Imperial coordinator	all	10	–	Rebel	Carbineer 2; Pikeman 2	Killer
Imperial coordinator	all	14	–	Rebel	Rifleman 3; Pistoleer 3	Killer
Imperial coordinator	all	25	–	Imperial (")	Teräs Käsi 5; Carbineer 5	Can't be harmed
Imperial Corporal	all	16	–	Imperial (")	Carbineer 4; Pistoleer 4	
Imperial corporal	all	16	–	Imperial (")	Carbineer 4; Swordsman 4	
Imperial corporal	all	26	–	Imperial (")	Melee	Pack
Imperial defector	all	30	–	Rebel (")	Melee	
Imperial deserter	Lok	26	–	self	Carbineer 6; Teräs Käsi 6	Killer
Imperial exterminator	Naboo	34	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial exterminator	Naboo	34	–	Imperial (")	Carbineer 6; Swordsman 6	Killer
Imperial exterminator	Naboo	76	E	Imperial (")	Melee	Pack
Imperial First Lieutenant	all	20	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial General	all	29	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial High General	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer
Imperial informant	all	20	–	Imperial (")	Carbineer 5; Swordsman 5	Can't be harmed|Killer
Imperial Lance Corporal	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Imperial Lieutenant Colonel	all	22	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial Lieutenant General	all	28	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial Major	all	21	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial Major General	all	26	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial Master Sergeant	all	18	–	Imperial (")	Carbineer 4; Pistoleer 4	Stalker|Killer
Imperial Master Sergeant	all	28	–	Imperial (")	Melee	Pack|Stalker
Imperial Medic	all	16	–	Imperial (")	Carbineer 4; Pistoleer 4	
Imperial medic	all	26	–	Imperial (")	Melee	Pack

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Imperial Moff	all	29	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial noncom	all	14	–	Imperial (")	Carbineer 3; Pistoleer 3	Stalker
Imperial noncom	all	14	–	Imperial (")	Rifleman 3; Pistoleer 3	Stalker
Imperial noncom	all	24	–	Imperial (")	Melee	Pack|Stalker
Imperial observer	Yavin 4	54	–	self	Carbineer 10; Swordsman 10	Aggro|Pack|Killer
Imperial officer	all	21	–	Imperial (")	Melee	Pack
Imperial officer	Dantooine	51	E	warren imperial (")	Carbineer 6; Pistoleer 6	Killer
Imperial Pilot	all	20	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial Private	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Imperial recruiter	all	31	–	Imperial (")	Carbineer 7; Pistoleer 7	Can't be harmed
Imperial research captain	all	44	–	Rebel (")	Teräs Käsi 10; Carbineer 10	Herd|Killer
Imperial research guard	all	35	–	Rebel (")	Carbineer 8; Swordsman 8	Herd
Imperial retreat guard	Naboo	85	B	Imperial (")	Carbineer 10; Pistoleer 10	Killer!
Imperial sand trooper	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial scout trooper	all	23	–	Imperial (")	Rifleman 5; Pistoleer 5	
Imperial scout trooper	all	33	–	Imperial (")	Melee	
Imperial Second Lieutenant	all	20	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial senior cadet	all	8	–	Imperial (")	Carbineer 2; Pistoleer 2	
Imperial Sergeant	all	16	–	Imperial (")	Carbineer 4; Pistoleer 2	
Imperial Sergeant	all	16	–	Imperial (")	Carbineer 4; Pistoleer 4	
Imperial sergeant	all	26	–	Imperial (")	Melee	Pack
Imperial Sergeant Major	all	19	–	Imperial (")	Carbineer 4; Pistoleer 4	Killer
Imperial sharpshooter	all	17	–	Imperial (")	Rifleman 4; Pistoleer 4	
Imperial sharpshooter	all	27	–	Imperial (")	Melee	Pack
Imperial specialist	all	13	–	Imperial (")	Carbineer 3; Pikeman 3	
Imperial specialist	all	23	–	Imperial (")	Melee	Pack
Imperial Staff Corporal	all	17	–	Imperial (")	Carbineer 4; Pistoleer 2	
Imperial Staff Sergeant	all	17	–	Imperial (")	Carbineer 4; Pistoleer 2	
Imperial Staff Sergeant	all	17	–	Imperial (")	Carbineer 4; Pistoleer 4	
Imperial stealth operative	all	16	–	Imperial (")	Melee	Can't be harmed
Imperial storm commando	all	30	–	Imperial (")	Rifleman 7; Pistoleer 7	Stalker|Killer
Imperial stormcaptain	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer
Imperial stormmedic	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial stormrifle	all	25	–	Imperial (")	Rifleman 5; Pistoleer 5	Killer
Imperial stormsniper	all	25	–	Imperial (")	Rifleman 5; Pistoleer 5	Killer
Imperial stormtrooper	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Imperial stormtrooper squad leader	all	28	–	Imperial (")	Carbineer 6; Swordsman 6	Killer
Imperial surface Marshall	all	31	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer
Imperial swamp trooper	Naboo	32	–	Imperial (")	Carbineer 5; Pikeman 5	Killer
Imperial swamp trooper	Naboo	76	E	Imperial (")	Melee	Pack
Imperial trooper	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Imperial Warrant Officer I	all	19	–	Imperial (")	Carbineer 4; Pistoleer 4	Killer
Imperial Warrant Officer II	all	18	–	Imperial (")	Carbineer 4; Pistoleer 4	Killer
Imperial warrant officer, 2nd class	all	18	–	Imperial (")	Carbineer 4; Swordsman 4	Killer
Imperial warrant officer, 2nd class	all	28	–	Imperial (")	Melee	Pack
Imperial worker	Dantooine	50	E	warren imperial worker (")	Carbineer 3; Pistoleer 3	Herd
imprisoned Imperial officer	all	11	–	Imperial (")	Teräs Käsi 3	
imprisoned Jabba employee	all	11	–	Jabba (")	Teräs Käsi 3	
imprisoned Rebel soldier	all	11	–	Rebel (")	Teräs Käsi 3	
industrial spy	all	5	–	mercenary	Carbineer 2; Pistoleer 2	
industrial spy	all	7	–	mercenary	Teräs Käsi 2; Carbineer 2	
information broker	all	1	–	mercenary	Teräs Käsi 1; Carbineer 1	Missions|Stalker
Information Officer	all	25	–	Imperial (")	Teräs Käsi 5; Carbineer 5	Can't be harmed
Information Officer	all	25	–	Rebel (")	Teräs Käsi 5; Carbineer 5	Can't be harmed
insane kitonak	Tatooine	1	–	self	Carbineer 1; Pistoleer 1	Stalker
ithorian musician	Tatooine	8	–	townsperson	Melee	
Jabba's assassin	Tatooine	15	–	Jabba (")	Swordsman 4; Carbineer 4	Killer
Jabba's assassin	Tatooine	15	–	Jabba (")	Swordsman 4; Smuggler 4	Killer
Jabba's compound guard	Tatooine	14	–	Jabba (")	Carbineer 3; Swordsman 3	Pack|Killer
Jabba's enforcer	Tatooine	15	–	Jabba (")	Carbineer 4; Pistoleer 4	
Jabba's enforcer	Tatooine	15	–	Jabba (")	Swordsman 4; Carbineer 4	Pack
Jabba's henchman	Tatooine	14	–	Jabba (")	Carbineer 2; Pistoleer 2	Pack|Stalker
Jabba's medic	Tatooine	14	–	Jabba (")	Carbineer 4; Pistoleer 4	Pack
Jabba's scout	Tatooine	14	–	Jabba (")	Rifleman 1; Pistoleer 1	
Jabba's scout	Tatooine	14	–	Jabba (")	Rifleman 2; Pistoleer 2	
Jabba's swooper	Tatooine	13	–	Jabba (")	Carbineer 2; Pistoleer 2	Stalker
Jabba's swooper	Tatooine	13	–	Jabba (")	Smuggler 1; Pistoleer 1	
Jabba's swooper leader	Tatooine	14	–	Jabba (")	Carbineer 2; Pistoleer 2	Pack|Stalker

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Jabba's thief	Tatooine	13	–	Jabba (")	Swordsman 2; Carbineer 2	Pack
Jabba's thug	Tatooine	13	–	Jabba (")	Teräs Käsi 2; Carbineer 2	Pack
Jamilla Tabadi	Dathomir	1	–	villager (")	Melee	Can't be harmed
Janta clan leader	Dantooine	54	–	Janta (")	Pikeman 10	Pack|Herd|Killer
Janta harvester	Dantooine	52	–	Janta (")	Pikeman 9	Pack|Herd
Janta herbalist	Dantooine	54	–	Janta (")	Fencer 7	Pack|Herd
Janta hunter	Dantooine	55	–	Janta (")	Swordsman 10	Pack|Herd|Killer
Janta loreweaver	Dantooine	52	–	Janta (")	Fencer 10	Pack|Herd|Killer
Janta primalist	Dantooine	54	–	Janta (")	Pikeman 10	Pack|Herd
Janta rockshaper	Dantooine	55	–	Janta (")	Pikeman 10	Pack|Herd
Janta scout	Dantooine	52	–	Janta (")	Swordsman 10	Pack|Herd|Killer
Janta shaman	Dantooine	53	–	Janta (")	Swordsman 10	Pack|Herd|Killer
Janta soothsayer	Dantooine	55	–	Janta (")	Fencer 10	Pack|Herd
Janta tribesman	Dantooine	53	–	Janta (")	Pikeman 5	Pack|Herd|Killer
Janta warrior	Dantooine	54	–	Janta (")	Pikeman 10	Pack|Herd
Jawa	Tatooine	16	–	Jawa (")	Carbineer 1; Pistoleer 1	Stalker
Jawa Avenger	Tatooine	18	–	Jawa (")	Carbineer 5; Pistoleer 5	Pack|Stalker|Killer
Jawa engineer	Tatooine	16	–	Jawa (")	Teräs Käsi 2; Carbineer 2	Pack|Herd
Jawa healer	Tatooine	16	–	Jawa (")	Teräs Käsi 2; Carbineer 2	Pack|Herd
Jawa henchman	Tatooine	16	–	Jawa (")	Swordsman 1; Carbineer 1	Stalker
Jawa leader	Tatooine	17	–	Jawa (")	Carbineer 2; Teräs Käsi 2	Pack|Stalker
Jawa Protector	Tatooine	17	–	Jawa (")	Carbineer 4; Pikeman 4	Pack|Stalker|Killer
Jawa smuggler	Tatooine	17	–	Jawa (")	Carbineer 1; Swordsman 1	
Jawa techinician	Kashyyyk	70	E	Blackscale [avatar] (Jawa)	(mixed)	
Jawa thief	Tatooine	16	–	Jawa (")	Swordsman 2; Carbineer 2	Herd
Jawa warlord	Tatooine	18	–	Jawa (")	Carbineer 3; Pistoleer 3	Pack|Stalker|Killer
Jessk	Tatooine	32	–	mercenary	(carbine, sword)	
Jilljoo Jab	Tatooine	8	–	townsperson	Melee	Can't be harmed
Jinda chief	Endor	67	–	Jinda (")	Teräs Käsi 10	Aggro|Pack|Killer
Jinda cub	Endor	64	–	Jinda (")	Teräs Käsi 1	Stalker
Jinda elder	Endor	65	–	Jinda (")	Teräs Käsi 3	Pack
Jinda elder worker	Endor	65	–	Jinda (")	Teräs Käsi 3	Pack
Jinda loremaster	Endor	64	–	Jinda (")	Teräs Käsi 9	Pack
Jinda matriarch	Endor	66	–	Jinda (")	Teräs Käsi 10	Pack
Jinda outcast	Endor	63	–	self	Teräs Käsi 7	Aggro|Pack
Jinda ritualist	Endor	66	–	Jinda (")	Teräs Käsi 5	Pack
Jinda shaman	Endor	67	–	Jinda (")	Teräs Käsi 5	Pack
Jinda tribesman	Endor	66	–	Jinda (")	Teräs Käsi 5	Pack
Jinda veteran	Endor	68	–	Jinda (")	Teräs Käsi 10	Aggro|Pack|Killer
Jinda warrior	Endor	67	–	Jinda (")	Teräs Käsi 7	Aggro|Pack
Jinda worker	Endor	63	–	Jinda (")	Teräs Käsi 3	Pack
Jinkins	Lok	20	–	Nym (")	Melee	
judge	all	1	–	townsperson (")	Melee	Can't be harmed
Junk Dealer	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Herd
Kaeline Ungasan	Tatooine	8	–	townsperson	Melee	Can't be harmed
kahmurra bio engineer	Talus	1	–	kahmurra	Teräs Käsi 1; Carbineer 1	
Kais	Dathomir	20	–	Nightsister (")	Melee	
Kardeer	Tatooine	20	–	Valarian (")	Melee	
Keeper Grigova	Kash (SC)	76	B	Blackscale	(polearm, pistol) Can't be harmed|Missions|Aggro|Pack	
Kerritamba Assassin	Kash (DF)	37	–	Kerritamba (")	(ranged, melee)	
kerritamba warrior	Kash (DF)	35	–	Kerritamba (")	(ranged, melee)	
kidnapped noble		20	–	townsperson (")	Melee	
Kitster Banai	Tatooine	8	–	townsperson	Melee	Can't be harmed
Kobola assassin	Rori	17	–	kobola (")	Swordsman 4; Carbineer 4	Stalker|Killer
Kobola foreman	Rori	15	–	kobola (")	Carbineer 3; Pistoleer 3	
Kobola guard	Rori	11	–	kobola (")	Carbineer 3; Teräs Käsi 3	
Kobola miner	Rori	5	–	kobola (")	Teräs Käsi 2; Carbineer 2	Herd
Kobola pitboss	Rori	20	–	kobola (")	Carbineer 5; Teräs Käsi 5	Killer
Kobola smuggler	Rori	8	–	kobola (")	Carbineer 2; Pistoleer 2	Stalker
Kobola thief	Rori	7	–	kobola (")	Swordsman 2; Carbineer 2	Stalker
Kobola underboss	Rori	22	–	kobola (")	Carbineer 5; Swordsman 5	Killer
Kole	Lok	20	–	Nym (")	Melee	
Korga adept	Endor	74	–	Korga (")	Teräs Käsi 2	Aggro|Pack|Killer!
Korga ancient	Endor	77	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!
Korga battlelord	Endor	77	–	Korga (")	Teräs Käsi 8	Aggro|Pack|Killer!
Korga chieftain	Endor	78	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!
Korga cub	Endor	74	–	Korga (")	Teräs Käsi 1	
Korga dark shaman	Endor	76	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!

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Korga elder	Endor	78	–	Korga (")	Teräs Käsi 5	Aggro|Pack|Killer!
Korga laborer	Endor	72	–	Korga (")	Teräs Käsi 2	Pack|Killer
Korga scout	Endor	74	–	Korga (")	Teräs Käsi 3	Aggro|Pack|Killer
Korga spiritmaster	Endor	77	–	Korga (")	Teräs Käsi 4	Aggro|Pack|Killer
Kormund Thrylle	Tatooine	8	–	townsperson	Melee	Can't be harmed
Kunga clan leader	Dantooine	46	–	Kunga (")	Swordsman 10	Pack|Herd|Killer
Kunga clan primalist	Dantooine	47	–	Kunga (")	Pikeman 9	Pack|Herd
Kunga harvester	Dantooine	43	–	Kunga (")	Swordsman 6	Pack|Herd
Kunga herbalist	Dantooine	42	–	Kunga (")	Swordsman 3	Pack|Herd
Kunga hunter	Dantooine	46	–	Kunga (")	Pikeman 8	Pack|Herd|Killer
Kunga loreweaver	Dantooine	45	–	Kunga (")	Fencer 10	Pack|Herd|Killer
Kunga rockshaper	Dantooine	44	–	Kunga (")	Pikeman 10	Pack|Herd
Kunga scout	Dantooine	46	–	Kunga (")	Swordsman 10	Pack|Herd|Killer
Kunga shaman	Dantooine	47	–	Kunga (")	Fencer 10	Pack|Herd|Killer
Kunga soothsayer	Dantooine	44	–	Kunga (")	Pikeman 5	Pack|Herd
Kunga tribe member	Dantooine	43	–	Kunga (")	Swordsman 3	Pack|Herd|Killer
Kunga warrior	Dantooine	44	–	Kunga (")	Swordsman 10	Pack|Herd
Laen Pieweto (Chiss poacher leader)	Kash (Et)	47	B	Chiss poacher	(rifle, sword)	Aggro|Pack
lance bombardier	all	16	–	Imperial (")	Carbineer 4; Pistoleer 4	Stalker
Lance Bombardier	all	16	–	Imperial (")	Carbineer 4; Teräs Käsi 4	Stalker
Lerat Zom	Corellia	21	–	thug (")	Melee	
Lesser Prophet of the Dark Side	all	85	–	Imperial (")	Force Weak Evil	Killer!
Lesser Prophet of the Light Side	all	85	–	Rebel (")	Force Weak Neutral	Killer
liar	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Can't be harmed|Herd
Librarian	all	2	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions|Herd
Lieutenant Heb Nee	Rori	50	–	Rorgungan (")	Swordsman 10; Rifleman 10	Aggro|Pack|Herd|Killer
Lieutenant Ori	Rori	30	–	Rorgungan (")	Rifleman 7; Swordsman 7	Aggro|Pack|Herd|Killer
Lilas Dinhint	Tatooine	8	–	townsperson	Melee	Can't be harmed
lliar	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Can't be harmed|Herd
Lobarorr	Kashyyyk	60	E	Kashyyyk	Melee	Aggro|Killer
lookout	all	11	–	self	Rifleman 3; Carbineer 3	Killer
Lord Nyax	Corellia	32	B	self	Rifleman 10; Pistoleer 10	Aggro|Pack|Stalker|Killer
Lorne Prestar	Tatooine	20	–	townsperson (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Lost Aqualish bomber	Talus	15	–	Lost Aquilish Reg. (")	Carbineer 3; Pistoleer 3	Aggro|Pack|Herd
Lost Aqualish Captain	Talus	20	–	Lost Aquilish Reg. (")	Carbineer 5; Pistoleer 5	Missions|Aggro|Pack|Herd
Lost Aqualish commando	Talus	14	–	Lost Aquilish Reg. (")	Carbineer 3; Pistoleer 3	Aggro|Pack|Herd|Killer
Lost Aqualish infiltrator	Talus	18	–	Lost Aquilish Reg. (")	Swordsman 4; Carbineer 4	Aggro|Pack|Stalker|Herd
Lost Aqualish lookout	Talus	8	–	Lost Aquilish Reg. (")	Carbineer 2; Pistoleer 2	Aggro|Pack|Herd
Lost Aqualish marksman	Talus	15	–	Lost Aquilish Reg. (")	Rifleman 3; Pistoleer 3	Aggro|Pack|Herd
Lost Aqualish Marshall	Talus	24	–	Lost Aquilish Reg. (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Herd|Killer
Lost Aqualish outrider	Talus	11	–	Lost Aquilish Reg. (")	Rifleman 3; Pistoleer 2	Aggro|Pack|Herd
Lost Aqualish scout	Talus	7	–	Lost Aquilish Reg. (")	Rifleman 2; Pistoleer 2	Aggro|Pack|Herd
Lost Aqualish soldier	Talus	10	–	Lost Aquilish Reg. (")	Carbineer 2; Pistoleer 2	Aggro|Pack|Herd
Lost Aqualish warchief	Talus	28	–	Lost Aquilish Reg. (")	Carbineer 6; Pistoleer 6	Aggro|Pack|Herd|Killer
Lost Aqualish warrior	Talus	13	–	Lost Aquilish Reg. (")	Swordsman 3; Carbineer 3	Aggro|Pack|Herd
lost soul	Kash (My)	63	E	Myyydril urn	(pistol, sword)	
Lt. Harburik	Tatooine	8	–	townsperson	Melee	Can't be harmed
Lt. Lance	all	20	–	Rebel (")	Carbineer 5; Pikeman 5	Killer
mad scientist	all	11	–	townsperson (")	Teräs Käsi 2; Carbineer 2	Missions
mad wookiee	Kash (Ka)	24	–	mad Wookiee	Melee	Aggro|Pack
maddened lost Rodian hunter	Kash (RT)	59	–	lost rodian hunter	(pistol, sword)	Aggro|Pack
Marauder	Endor	78	E	Endor marauder (")	Melee	Aggro|Pack|Killer
marooned pirate	Lok	17	–	Pirates of Lok	Carbineer 4; Pistoleer 4	Aggro|Pack|Killer
marooned pirate captain	Lok	22	–	Pirates of Lok	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
marooned pirate engineer	Lok	17	–	Pirates of Lok	Carbineer 4; Pistoleer 4	Aggro|Pack|Killer
marooned pirate first mate	Lok	20	–	Pirates of Lok	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
master thief	all	13	–	mercenary	Pistoleer 3; Carbineer 3	Killer
master thief	all	14	–	thug (")	Swordsman 3; Carbineer 3	Killer
masterful Ewok warrior	Endor	74	–	Gondula (")	Rifleman 2; Swordsman 2	Pack
masterful Jinda warrior	Endor	66	–	Jinda (")	Teräs Käsi 9	Aggro|Pack|Killer
masterful Panshee warrior	Endor	63	–	Panshee (")	Rifleman 10; Pikeman 10	Pack|Killer
Mat Rags	Tatooine	8	–	townsperson	Melee	Can't be harmed
Mauler	Naboo	27	–	Mauler	Carbineer 4; Pistoleer 4	Aggro|Pack|Stalker|Killer
Mauler	Naboo	27	–	Mauler	Swordsman 4; Carbineer 4	Aggro|Pack|Stalker|Killer
Mauler acolyte	Naboo	26	–	Mauler	Teräs Käsi 3; Carbineer 3	Aggro|Pack
Mauler apprentice	Naboo	25	–	Mauler	Carbineer 2; Teräs Käsi 2	Aggro|Pack|Killer
Mauler lord	Naboo	27	–	Mauler	Swordsman 5; Carbineer 5	Aggro|Pack|Killer
Mauler master	Naboo	28	–	Mauler	Swordsman 10; Carbineer 10	Aggro|Pack|Killer

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mayor	Naboo	4	–	Naboo (")	Carbineer 1; Pistoleer 1	Missions|Herd
mayor	Naboo	4	–	Naboo (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
Meatlump buffoon	Corellia	1	–	Meatlump (")	Carbineer 1; Pistoleer 1	Herd
Meatlump clod	Corellia	5	–	Meatlump (")	Carbineer 2; Pistoleer 2	
Meatlump cretin	Corellia	7	–	Meatlump (")	Carbineer 2; Pistoleer 2	
Meatlump fool	Corellia	2	–	Meatlump (")	Teräs Käsi 1; Carbineer 1	Herd
Meatlump loon	Corellia	8	–	Meatlump (")	Swordsman 2; Carbineer 2	
Meatlump oaf	Corellia	7	–	Meatlump (")	Teräs Käsi 2; Carbineer 2	
Meatlump stooge	Corellia	4	–	Meatlump (")	Teräs Käsi 1; Carbineer 1	
medic	all	4	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
Megan Drlar	Yavin 4	20	–	thug (")	Melee	
Melios Purl	Tatooine	8	–	townsperson	Melee	Can't be harmed
mercenary	all	11	–	mercenary	Carbineer 3; Pistoleer 3	Aggro|Pack|Killer
mercenary	all	11	–	mercenary	Carbineer 3; Pistoleer 3	Stalker
mercenary commander	Lok	40	–	Lok mercenary (")	Carbineer 9; Pistoleer 9	Aggro|Pack|Stalker|Killer
mercenary destroyer	Lok	37	–	Lok mercenary (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Killer
mercenary elite	Lok	37	–	Lok mercenary (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Stalker|Killer
mercenary messenger	Lok	21	–	Lok mercenary (")	Carbineer 5; Pistoleer 5	Aggro|Pack
mercenary sentry	Yavin 4	66	–	Geonosian (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
mercenary warlord	Lok	45	–	Lok mercenary (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Stalker|Killer
Mikos Denari	Tatooine	8	–	townsperson	Melee	Can't be harmed
mind of Solitude	Corellia	21	–	Solitude (Rebel)	Teräs Käsi 5; Carbineer 5	
miner	all	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
miner	Endor	72	E	Death Watch (")	Swordsman 8; Carbineer 8	Missions|Herd
minion of Lord Nyax	Corellia	30	E	Followers of Lord Nyax (")	Carbineer 3; Teräs Käsi 3	Aggro|Pack
moisture farmer	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Can't be harmed|Herd
moisture farmer	Tatooine	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
moisture thief	Tatooine	2	–	thug (")	Swordsman 1; Carbineer 1	
Mokk clan leader	Dantooine	39	–	Mokk (")	Swordsman 10	Aggro|Pack|Herd|Killer
Mokk clan primalist	Dantooine	38	–	Mokk (")	Pikeman 10	Aggro|Pack|Herd
Mokk harvester	Dantooine	38	–	Mokk (")	Swordsman 7	Aggro|Pack|Herd
Mokk herbalist	Dantooine	37	–	Mokk (")	Pikeman 5	Aggro|Pack|Herd
Mokk hunter	Dantooine	38	–	Mokk (")	Pikeman 9	Aggro|Pack|Herd|Killer
Mokk loreweaver	Dantooine	38	–	Mokk (")	Fencer 10	Aggro|Pack|Herd|Killer
Mokk rockshaper	Dantooine	38	–	Mokk (")	Swordsman 10	Aggro|Pack|Herd
Mokk scout	Dantooine	38	–	Mokk (")	Pikeman 10	Aggro|Pack|Herd|Killer
Mokk shaman	Dantooine	37	–	Mokk (")	Swordsman 10	Aggro|Pack|Herd|Killer
Mokk soothsayer	Dantooine	39	–	Mokk (")	Fencer 9	Aggro|Pack|Herd
Mokk tribesman	Dantooine	38	–	Mokk (")	Pikeman 5	Aggro|Pack|Herd|Killer
Mokk warrior	Dantooine	39	–	Mokk (")	Swordsman 10	Aggro|Pack|Herd
Monumenter bandit	Corellia	9	–	Monumenter (")	Carbineer 2; Pistoleer 2	
Monumenter marauder	Corellia	11	–	Monumenter (")	Carbineer 3; Pistoleer 3	
Monumenter smuggler	Corellia	10	–	Monumenter (")	Carbineer 3; Pistoleer 3	
Mordran	Naboo	32	E	Borvo (")	Swordsman 10	Aggro|Pack|Killer
Morkov	Naboo	36	–	Clone Relics armsdealer	Melee	Pack|Stalker
Morkov courier	Naboo	31	–	Clone Relics armsdealer	Melee	Pack
Mos Eisely police Lieutenant	Tatooine	15	–	Imperial (")	Carbineer 3; Pistoleer 3	Pack|Stalker
Mos Eisely police officer	Tatooine	13	–	Imperial (")	Carbineer 3; Pistoleer 3	Pack
Mos Eisely police officer	Tatooine	13	–	Imperial (")	Carbineer 3; Teräs Käsi 3	
Mos Eisely police Sergeant	Tatooine	14	–	Imperial (")	Carbineer 3; Pistoleer 3	Pack|Stalker
Mos Taike cantina owner	Tatooine	21	–	townsperson (")	Swordsman 5; Pistoleer 5	Aggro|Pack|Killer
Mos Taike veteran guard	Tatooine	21	–	townsperson (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
mountain vesp	Naboo	1	–	mountain villager	Carbineer 1; Pistoleer 1	
mountain villager	Naboo	1	–	mountain villager	Carbineer 1; Pistoleer 1	
Mummer bully	Naboo	5	–	Mummer gang (thug)	Swordsman 2; Carbineer 2	Herd
Mummer punk	Naboo	5	–	Mummer gang (thug)	Teräs Käsi 2; Carbineer 2	
Mummer ruffian	Naboo	5	–	Mummer gang (thug)	Pistoleer 2; Carbineer 2	Herd
Mummer thug	Naboo	4	–	Mummer gang (thug)	Teräs Käsi 1; Carbineer 1	Herd
Myssith	Kash (DF)	38	E	hsskor	(carbine, polearm)	Aggro|Pack
Naboo dissident	Naboo	4	–	thug (")	Carbineer 1; Pistoleer 1	Herd
naboo dread pirate	Naboo	24	–	Naboo pirate (")	Carbineer 5; Pistoleer 5	Aggro|Pack
Naboo gunrunner	Naboo	14	–	mercenary	Carbineer 2; Pistoleer 2	Aggro|Pack
Naboo holy man	Naboo	1	–	Naboo (")	Teräs Käsi 1	Herd
Naboo monk	Naboo	1	–	self	Teräs Käsi 1	Herd
Naboo nomad	Naboo	2	–	Naboo nomad	Teräs Käsi 1; Pistoleer 1	
naboo pirate	Naboo	21	–	Naboo pirate (")	Carbineer 3; Pistoleer 3	Aggro|Pack
naboo pirate armsman	Naboo	22	–	Naboo pirate (")	Swordsman 3; Pistoleer 3	Aggro|Pack|Killer
naboo pirate crewman	Naboo	22	–	Naboo pirate (")	Carbineer 2; Pistoleer 2	Aggro|Pack

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naboo pirate cuttroat	Naboo	22	–	Naboo pirate (")	Pikeman 2; Pistoleer 2	Aggro|Pack|Stalker
naboo pirate lieutenant	Naboo	22	–	Naboo pirate (")	Carbineer 3; Pistoleer 3	Aggro|Pack|Killer
Naboo police	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 2; Pistoleer 2	
Naboo police chief	Naboo	28	–	RSF (Naboo Sec. Force)	Carbineer 2; Pistoleer 2	
Naboo police officer	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 2; Pistoleer 2	Pack
naive Gondula workling	Endor	74	–	Gondula (")	Rifleman 1; Swordsman 1	
naive Jinda workling	Endor	64	–	Jinda (")	Teräs Käsi 2	
naive Panshee workling	Endor	62	–	Panshee (")	Pikeman 1; Rifleman 1	
Narmle Militia Captain	Rori	17	–	Narmle (")	Carbineer 4; Pistoleer 4	Herd
Narmle Militia Colonel	Rori	21	–	Narmle (")	Carbineer 5; Pistoleer 5	Herd
Narmle Militia Commander	Rori	22	–	Narmle (")	Carbineer 5; Pistoleer 5	Herd
Narmle Militia commando	Rori	19	–	Narmle (")	Carbineer 4; Pistoleer 4	Herd|Killer
Narmle Militia Ensign	Rori	1	–	Narmle (")	Carbineer 1; Pistoleer 1	Herd
Narmle Militia grenadier	Rori	10	–	Narmle (")	Carbineer 2; Pistoleer 2	Herd
Narmle Militia guard	Rori	4	–	Narmle (")	Carbineer 1; Pistoleer 1	Herd
Narmle Militia Lieutenant	Rori	7	–	Narmle (")	Carbineer 2; Pistoleer 2	Herd
Narmle Militia Major	Rori	19	–	Narmle (")	Carbineer 4; Pistoleer 4	Missions|Herd
Narmle Militia rifleman	Rori	12	–	Narmle (")	Rifleman 3; Pistoleer 3	Herd
Neo-Cobral assassin	Rori	26	–	Cobral (")	Carbineer 6; Swordsman 6	Killer
Neo-Cobral bandit	Rori	19	–	Cobral (")	Teräs Käsi 4; Carbineer 4	Pack
Neo-Cobral boss	Rori	29	–	Cobral (")	Pistoleer 6; Carbineer 6	Aggro|Pack|Killer
Neo-Cobral hitman	Rori	22	–	Cobral (")	Rifleman 5; Carbineer 5	Pack|Stalker
Neo-Cobral hooligan	Rori	8	–	Cobral (")	Teräs Käsi 2; Carbineer 2	Aggro|Pack
Neo-Cobral mugger	Rori	7	–	Cobral (")	Carbineer 2; Teräs Käsi 2	Aggro|Pack
Neo-Cobral overlord	Rori	32	–	Cobral (")	Pikeman 7; Carbineer 7	Aggro|Pack|Killer
Neo-Cobral runner	Rori	15	–	Cobral (")	Teräs Käsi 3; Smuggler 3	Pack
Neo-Cobral thief	Rori	13	–	Cobral (")	Pistoleer 3; Carbineer 3	Pack|Stalker
Neo-Cobral thug	Rori	11	–	Cobral (")	Swordsman 3; Carbineer 3	Aggro|Pack
network leader	all	11	–	Rebel (")	Carbineer 3; Pistoleer 3	
Nightsister initiate	Dathomir	55	–	Nightsister (")	Force Weak Evil	Aggro|Pack|Stalker|Killer
Nightsister outcast	Dathomir	77	–	Nightsister (")	Force Weak Evil	Aggro|Pack|Killer!
Nightsister rancor tamer	Dathomir	75	–	Nightsister (")	Force Weak Evil	Aggro|Pack|Killer!
Nightsister ranger	Dathomir	77	–	Nightsister (")	Force Weak Evil	Aggro|Pack|Stalker|Killer!
Nightsister sentinel	Dathomir	84	–	Nightsister (")	Force Saber Average	Aggro|Pack|Killer!
Nightsister sentry	Dathomir	25	–	Nightsister (")	Force Basic	Aggro|Pack
Nightsister slave	Dathomir	8	–	Nightsister (")	Melee	Aggro|Pack
Nightsister slave	Dathomir	15	–	townsperson (")	Melee	Aggro|Pack
Nitra Vendalian	Tatooine	8	–	townsperson	Melee	Can't be harmed
noble	all	2	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
nomad	Tatooine	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	
nomad chief	Naboo	5	–	Naboo nomad	Carbineer 2; Pistoleer 2	Stalker
Novatrooper Cadet	all	71	–	Imperial (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Novatrooper Ensign	all	86	–	Imperial (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
novice creature handler	all	5	–	Rebel (")	Carbineer 2; Pistoleer 2	
novice force mystic	Dantooine	67	–	Force renegade	(force sword)	Killer!
Nym's bodyguard	Lok	27	–	Nym (")	Carbineer 6; Pistoleer 6	Pack|Killer
Nym's brawler	Lok	25	–	Nym (")	Teräs Käsi 5; Carbineer 5	Pack|Killer
Nym's destroyer	Lok	39	–	Nym (")	Carbineer 9; Pistoleer 9	Pack|Killer
Nym's elite guard	Lok	37	–	Nym (")	Carbineer 8; Pistoleer 8	Pack|Killer
Nym's elite patrol	Lok	40	–	Nym (")	Carbineer 9; Pistoleer 9	Pack|Stalker|Killer
Nym's elite pirate	Lok	31	–	Nym (")	Carbineer 7; Pistoleer 7	Pack|Killer
Nym's guard	all	7	–	self	Carbineer 2; Pistoleer 2	Pack|Killer
Nym's guard	Lok	31	–	Nym (")	Carbineer 7; Pistoleer 7	Pack|Killer
Nym's guard	Lok	35	–	Nym (")	Carbineer 8; Pistoleer 8	Pack|Killer
Nym's patrol	Lok	32	–	Nym (")	Carbineer 7; Pistoleer 7	Pack|Stalker|Killer
Nym's patrol	Lok	36	–	Nym (")	Carbineer 8; Pistoleer 8	Pack|Stalker|Killer
Nym's pirate	Lok	22	–	Nym (")	Carbineer 5; Pistoleer 5	Pack|Killer
Nym's pirate	Lok	26	–	Nym (")	Carbineer 6; Pistoleer 6	Pack|Killer
Nym's surveyor	Lok	20	–	Nym (")	Carbineer 5; Pistoleer 5	Killer
official	Naboo	1	–	Naboo (")	Carbineer 1; Pistoleer 1	Missions|Herd
Olayyyk (Kerritamba Champion)	Kash (DF)	39	E	Kerritamba (")	(ranged, melee)	
old man	Dathomir	11	–	villager (")	Melee	Can't be harmed
Om Aynat	Tatooine	8	–	townsperson	Melee	Can't be harmed
Otolla Gungan	Naboo	25	–	Gungan (")	Carbineer 2; Pistoleer 2	
Otolla gungan	Naboo	26	–	Gungan (")	Carbineer 2; Pistoleer 2	
Outcast Assassin	Kash (DF)	38	E	webweaver (outcast)	(rifle, polearm)	
outcast gungan	Naboo	31	E	Borvo (")	Carbineer 7; Pistoleer 7	Aggro|Pack
outlaw	all	4	–	thug (")	Carbineer 1; Pistoleer 1	Stalker

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
outrider	all	8	–	wilder	Carbineer 2; Pistoleer 2	
Paemos	Dathomir	1	–	villager (")	Teräs Käsi 1; Carbineer 1	Can't be harmed
Palace guard	Naboo	28	–	RSF (Naboo Sec. Force)	Carbineer 4; Pistoleer 4	Killer
Palace guard	Naboo	85	B	RSF (Naboo Sec. Force)	Carbineer 4; Pistoleer 4	Pack|Killer!
Pannaqa (a farmer)	Dathomir	1	–	villager (")	Swordsman 1; Carbineer 1	Can't be harmed|Missions
Panshee chief	Endor	64	–	Panshee (")	Swordsman 10; Rifleman 10	Pack
Panshee cub	Endor	62	–	Panshee (")	Pikeman 1; Rifleman 1	
Panshee elder	Endor	64	–	Panshee (")	Rifleman 10; Pikeman 10	Pack
Panshee elder worker	Endor	62	–	Panshee (")	Rifleman 6; Swordsman 6	
Panshee loremaster	Endor	63	–	Panshee (")	Rifleman 5; Pikeman 5	
Panshee matriarch	Endor	62	–	Panshee (")	Rifleman 6; Pikeman 6	Pack
Panshee ritualist	Endor	64	–	Panshee (")	Rifleman 4; Swordsman 4	
Panshee shaman	Endor	64	–	Panshee (")	Swordsman 7; Rifleman 7	Pack
Panshee tribesman	Endor	62	–	Panshee (")	Rifleman 5; Pikeman 5	
Panshee veteran	Endor	65	–	Panshee (")	Rifleman 8; Swordsman 8	Pack
Panshee warrior	Endor	65	–	Panshee (")	Swordsman 6; Rifleman 6	Pack
Panshee worker	Endor	61	–	Panshee (")	Rifleman 2; Swordsman 2	
passive Wookiee captive	Kash (Ka)	24	–	Kashyyyk	Melee	
pathfinder	all	19	–	wilder	Rifleman 2; Pistoleer 2	Stalker|Killer
Pfilbee Jhorn	Tatooine	8	–	townsperson	Melee	Can't be harmed
philosopher	Naboo	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions|Herd
philosopher	Naboo	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions|Herd
Phinea Shantee	Tatooine	8	–	townsperson	Melee	Can't be harmed
pilot	all	7	–	mercenary	Carbineer 2; Pistoleer 2	
pirate	all	11	–	pirate (")	Carbineer 3; Pistoleer 3	
pirate	all	17	–	thug (")	Carbineer 4; Pistoleer 4	
pirate	Tatooine	19	–	pirate	Carbineer 4; Pistoleer 4	Aggro|Pack|Killer
pirate armsman	all	13	–	pirate	Swordsman 3; Carbineer 3	Pack|Killer
pirate captain	all	18	–	pirate	Carbineer 4; Pistoleer 4	Pack|Killer
pirate crewman	all	2	–	pirate	Carbineer 1; Pistoleer 1	Pack
pirate cutthroat	all	5	–	pirate	Swordsman 2; Carbineer 2	Stalker|Killer
pirate leader	all	17	–	pirate (")	Carbineer 4; Pistoleer 4	Killer
pirate leader	Tatooine	23	–	pirate	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
pirate lieutenant	all	15	–	pirate (")	Carbineer 3; Pistoleer 3	Killer
pirate privateer	all	8	–	pirate	Carbineer 2; Pistoleer 2	Killer
pirate squab	all	1	–	pirate	Carbineer 1; Pistoleer 1	Stalker
plague victim	Tatooine	2	–	townsperson (")	Carbineer 1; Pistoleer 1	
plague victim	Tatooine	2	–	townsperson (")	Teräs Käsi 1; Carbineer 1	
plainsfolk	Naboo	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions
plainsfolk	Naboo	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
plasma bandit	Naboo	3	–	self	Carbineer 2; Pistoleer 2	
plasma thief	Naboo	1	–	plasma thief (")	Swordsman 1; Carbineer 1	
plasma thief	Naboo	4	–	plasma thief (")	Swordsman 1; Carbineer 1	
plasma thief leader	Naboo	5	–	plasma thief (")	Swordsman 2; Carbineer 2	
plasma-thieving Swamp Trooper	Naboo	32	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
plasma-thieving Swamp Trooper Captain	Naboo	31	–	Imperial (")	Carbineer 7; Pistoleer 7	Killer
poacher	Talus	17	–	Talus poachers	Carbineer 4; Pistoleer 4	Stalker|Killer
processed Wookiee	Kashyyyk	50	E	Kashyyyk	(ranged, melee)	
proficient Gondula worker	Endor	71	–	Gondula (")	Rifleman 8; Swordsman 8	
proficient Jinda worker	Endor	64	–	Jinda (")	Teräs Käsi 5	
proficient Panshee worker	Endor	62	–	Panshee (")	Swordsman 7; Rifleman 7	
Pubam battlelord	Endor	69	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
Pubam chieftan	Endor	60	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
Pubam cub	Endor	65	–	Pubam (")	Teräs Käsi 1	Aggro|Pack
Pubam dark shaman	Endor	64	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
Pubam scout	Endor	64	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
Pubam spiritmaster	Endor	66	–	Pubam (")	Teräs Käsi 1	Aggro|Pack
Pubam tribesman	Endor	64	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer!
Quharek	Dathomir	11	–	villager (")	Carbineer 3; Pistoleer 3	Can't be harmed|Missions
Ragtag kook	Corellia	1	–	Ragtag gang (thug)	Carbineer 1; Pistoleer 1	Herd
Ragtag loon	Corellia	2	–	Ragtag gang (thug)	Carbineer 1; Pistoleer 1	Stalker
Ragtag lunatic	Corellia	4	–	Ragtag gang (thug)	Carbineer 1; Pistoleer 1	
Ragtag maniac	Corellia	5	–	Ragtag gang (thug)	Carbineer 2; Pistoleer 2	
Rakir Banai	Tatooine	8	–	townsperson	Melee	Can't be harmed
rancher	Tatooine	1	–	townsperson (")	Melee	Can't be harmed|Herd
rancher	all	11	–	townsperson (")	Teräs Käsi 3; Carbineer 3	Missions|Herd
rancher's wife	Tatooine	1	–	townsperson (")	Melee	Can't be harmed|Herd
Rebel Army Captain	all	21	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
Rebel Brigadier General	all	25	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel Captain	Naboo	22	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel captain	all	31	–	Rebel (")	Melee	Pack
Rebel Colonel	all	24	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel colonel	all	33	–	Rebel (")	Melee	Pack
Rebel comm op	all	24	–	Rebel (")	Melee	Pack
rebel commando	all	25	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel coordinator	all	25	–	Rebel (")	Teräs Käsi 5; Pistoleer 5	Can't be harmed
Rebel Corporal	all	15	–	Rebel (")	Carbineer 3; Pistoleer 3	
Rebel corporal	all	26	–	Rebel (")	Melee	Pack
Rebel crewman	all	22	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel defector	all	30	–	Imperial (")	Melee	Killer
Rebel Ensign	all	70	–	Rebel (")	Swordsman 10; Carbineer 10	Aggro|Pack|Killer!
Rebel First Lieutenant	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel First Mate	all	85	–	Rebel (")	Swordsman 10; Carbineer 10	Aggro|Pack|Killer!
Rebel General	all	29	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
Rebel High General	all	30	–	Rebel (")	Carbineer 7; Pistoleer 7	Killer
Rebel Lance Corporal	all	15	–	Rebel (")	Carbineer 3; Pistoleer 3	
Rebel liberator	Naboo	77	E	Rebel (")	Melee	Pack
Rebel Lieutenant Colonel	all	23	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel Lieutenant General	all	28	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
Rebel Lyda	all	15	–	Rebel (")	Teräs Käsi 3; Pistoleer 3	Can't be harmed|Stalker
Rebel Major	all	22	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel Major General	all	26	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
Rebel Master Sergeant	all	17	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel Medic	all	16	–	Rebel (")	Teräs Käsi 4; Carbineer 4	
Rebel medic	all	26	–	Rebel (")	Melee	Pack
Rebel network leader	all	11	–	Rebel (")	Carbineer 3; Pistoleer 3	
Rebel obscureOps agent	all	16	–	Rebel (")	Melee	Can't be harmed
Rebel Officer	all	21	–	Rebel (")	Melee	Pack
Rebel pilot	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel recruiter	all	20	–	Rebel (")	Melee	Can't be harmed
Rebel resistance agitator	all	4	–	Rebel (")	Carbineer 1; Pistoleer 1	
Rebel resistance anarchist	all	7	–	Rebel (")	Carbineer 2; Pistoleer 2	
Rebel resistance dissident	all	2	–	Rebel (")	Carbineer 1; Pistoleer 1	
Rebel resistance leader	all	8	–	Rebel (")	Carbineer 2; Pistoleer 2	
Rebel resistance separatist	all	5	–	Rebel (")	Carbineer 2; Pistoleer 2	
Rebel scout	all	15	–	Rebel (")	Rifleman 3; Pistoleer 3	Stalker
Rebel Second Lieuteneant	all	19	–	Rebel (")	Carbineer 4; Pistoleer 4	Killer
Rebel security guard	all	25	–	Rebel (")	Melee	Pack
Rebel Sergeant	all	16	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel Sergeant Major	all	17	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel sharpshooter	all	27	–	Rebel (")	Melee	Pack
Rebel SpecForce Captain	all	25	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel SpecForce Colonel	all	28	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
Rebel SpecForce General	all	29	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
Rebel SpecForce pathfinder	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel SpecForce Sergeant	all	21	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel SpecForce urban guerilla	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Stalker|Killer
Rebel SpecForce urban guerrilla	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Stalker|Killer
Rebel Staff Corporal	all	16	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel Staff Sergeant	all	16	–	Rebel (")	Carbineer 4; Pistoleer 4	
Rebel surface Marshall	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel surface Marshall	all	31	–	Rebel (")	Carbineer 7; Pistoleer 7	Killer
Rebel sympathizer	all	15	–	Rebel (")	Teräs Käsi 3; Pistoleer 3	Can't be harmed|Stalker
Rebel trooper	all	15	–	Rebel (")	Carbineer 3; Pistoleer 3	
Rebel War Chief	Naboo	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
Rebel warrant officer	all	28	–	Rebel (")	Melee	Pack
Rebel Warrant Officer I	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Killer
Rebel Warrant Officer II	all	16	–	Rebel (")	Carbineer 4; Pistoleer 4	
Ree Yees	Tatooine	20	–	Jabba (")	Melee	Can't be harmed
Reelo Baruk	Tatooine	20	–	Jabba (")	Melee	Can't be harmed
relay captain	all	29	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
relay guard	all	27	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
renegade CorSec trooper	Corellia	17	–	Corsec rogue (")	Rifleman 3; Pistoleer 3	Aggro|Pack|Killer
research attacker	all	35	–	Imperial (")	Carbineer 8; Teräs Käsi 8	Herd|Killer
research attacker	all	44	–	Imperial (")	Carbineer 10; Pistoleer 10	Herd|Killer
research captain	all	23	–	Rebel (")	Teräs Käsi 5; Carbineer 5	Herd|Killer

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research guard	all	18	–	Rebel (")	Carbineer 4; Teräs Käsi 4	Herd
revered Panshee matriarch	Endor	66	–	Panshee (")	Rifleman 9; Fencer 9	
Ris inventor	all	1	–	townsperson	Melee	Can't be harmed
Rodian clan captain	Tatooine	15	–	Rodian	Carbineer 2; Pistoleer 2	Killer
Rodian clan medic	Tatooine	14	–	Rodian	Carbineer 1; Pistoleer 1	Herd
Rodian clan medic	Tatooine	14	–	Rodian	Teräs Käsi 1; Carbineer 1	Herd
Rodian clan warchief	Tatooine	15	–	Rodian	Carbineer 3; Pistoleer 3	Stalker|Killer
Rodian gladiator	Tatooine	14	–	Rodian	Carbineer 1; Pistoleer 1	
Rodian gladiator	Tatooine	14	–	Rodian	Swordsman 1	
Rodian sif	Talus	37	–	Sif (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Stalker|Killer
Rodian sif	Talus	45	–	Sif (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Stalker|Killer
Rodian thug	all	1	–	Rodian	Teräs Käsi 1; Carbineer 1	
rogue	all	7	–	thug (")	Swordsman 2; Carbineer 2	Stalker
rogue CorSec trooper	Corellia	18	–	Corsec rogue (")	Rifleman 3; Pistoleer 3	Aggro|Pack
rogue marauder	Endor	76	E	self	Pikeman 10; Carbineer 10	Aggro|Pack|Killer!
Rohak (Village Elder)	Dathomir	11	–	villager (")	Pistoleer 3; Carbineer 3	Can't be harmed|Missions
Rorgungan Boss	Rori	20	–	Rorgungan (")	Melee	Pack|Herd
Rorgungan commoner	Rori	14	–	Rorgungan (")	Carbineer 3; Pistoleer 3	Pack|Herd
Rorgungan scout	Rori	11	–	Rorgungan (")	Rifleman 3; Pistoleer 3	Pack|Herd
Rorgungan warchief	Rori	17	–	Rorgungan (")	Carbineer 4; Pistoleer 4	Pack|Herd|Killer
Rorgungan warrior	Rori	16	–	Rorgungan (")	Swordsman 4; Carbineer 4	Pack|Herd
roughneck	all	4	–	thug (")	Carbineer 1; Pistoleer 1	
Rryatt Ceremonial Guard	Kash (Ka)	32	–	Kashyyyk	(melee, ranged)	Pack
RSF Captain	Naboo	27	–	RSF (Naboo Sec. Force)	Carbineer 4; Pistoleer 4	Killer
RSF commando	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 3; Pistoleer 3	
RSF commando	Naboo	27	–	RSF (Naboo Sec. Force)	Carbineer 3; Pistoleer 3	
RSF Palace guard	Naboo	27	–	RSF (Naboo Sec. Force)	Carbineer 3; Pikeman 3	Killer
RSF pilot	Naboo	25	–	RSF (Naboo Sec. Force)	Carbineer 3; Pistoleer 3	
RSF pilot	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 3; Pistoleer 3	
RSF security guard	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 2; Pistoleer 2	
RSF security guard	Naboo	27	–	RSF (Naboo Sec. Force)	Carbineer 2; Pistoleer 2	
RSF security officer	Naboo	26	–	RSF (Naboo Sec. Force)	Carbineer 4; Pistoleer 4	Killer
Sand Trooper	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
sayormi monk	Kash (DF)	32	–	Sayormi	(unarmed)	Aggro|Pack|Killer
Sayormi Queen	Kash (DF)	33	E	Sayormi	(sword)	Aggro|Pack|Killer
sayormi warrior	Kash (DF)	32	–	Sayormi	(sword)	Aggro|Pack|Killer
sayormi witch	Kash (DF)	32	–	Sayormi	(sword)	Aggro|Pack|Killer
scavenger	Tatooine	4	–	thug (")	Carbineer 1; Pistoleer 1	
scavenger	Tatooine	4	–	thug (")	Teräs Käsi 1; Carbineer 1	
scientist	all	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
scientist	Dantooine	50	E	self	Teräs Käsi 2	Herd
scientist	Yavin 4	51	–	Geonosian (")	Carbineer 10; Pistoleer 10	
scientist	Dantooine	52	E	warren teraud (")	Teräs Käsi 8	Aggro|Pack
scientist	Endor	73	E	Death Watch (")	(unarmed, carbine)	Missions
scoundrel	all	4	–	thug (")	Pistoleer 1; Carbineer 1	Stalker
scoundrel	all	4	–	thug (")	Rifleman 1; Pistoleer 7	Stalker
Scout Trooper	all	23	–	Imperial (")	Rifleman 5; Pistoleer 5	
Scrib Leras	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Stalker
seasoned Gondula warrior	Endor	72	–	Gondula (")	Swordsman 10; Rifleman 10	Pack
seasoned Jinda warrior	Endor	66	–	Jinda (")	Teräs Käsi 8	Pack
seasoned Panshee warrior	Endor	65	–	Panshee (")	Rifleman 9; Swordsman 9	Pack
Selonian assassin	Corellia	24	–	Selonian	Swordsman 2; Carbineer 2	Stalker|Killer
Selonian Captain	Corellia	24	–	Selonian	Carbineer 3; Pistoleer 3	Missions|Killer
Selonian champion	Corellia	24	–	Selonian	Pikeman 4; Carbineer 4	Killer
Selonian healer	Corellia	23	–	Selonian	Teräs Käsi 1; Carbineer 1	
Selonian hunter	Corellia	22	–	Selonian	Rifleman 2; Pistoleer 2	
Selonian raider	Corellia	23	–	Selonian	Carbineer 2; Pistoleer 2	Killer
Selonian scout	Corellia	22	–	Selonian	Carbineer 1; Pistoleer 1	
Selonian sentinel	Corellia	23	–	Selonian	Carbineer 2; Pistoleer 2	Killer
Selonian separatist	Corellia	22	–	Selonian	Carbineer 1; Pistoleer 1	
Selonian Separatist Captain	Corellia	24	–	Selonian	Carbineer 3; Pistoleer 3	Killer
Selonian Separatist General	Corellia	24	–	Selonian	Carbineer 4; Pistoleer 4	Killer
Selonian Separatist recruit	Corellia	22	–	Selonian	Carbineer 1; Pistoleer 1	
Selonian Separatist soldier	Corellia	23	–	Selonian	Carbineer 2; Pistoleer 2	Killer
Selonian thief	Corellia	23	–	Selonian	Swordsman 1; Carbineer 1	
Selonian warlord	Corellia	23	–	Selonian	Carbineer 4; Pistoleer 4	Killer
Selonian warrior	Corellia	23	–	Selonian	Pikeman 3; Carbineer 3	Killer
senior SpecForce heavy weapons specialist	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Pack|Killer

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
senior SpecForce infiltrator	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Pack|Killer
senior SpecForce infiltrator	all	20	–	Rebel (")	Swordsman 5; Carbineer 5	Killer
senior SpecForce Lieutenant	all	24	–	Rebel (")	Carbineer 5; Pistoleer 5	Pack|Killer
senior SpecForce marine	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Pack|Killer
senior SpecForce pathfinder	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
senior SpecForce pathfinder	all	20	–	Rebel (")	Rifleman 5; Pistoleer 5	Killer
senior SpecForce technician	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
senior SpecForce technician	all	20	–	Rebel (")	Teräs Käsi 5; Carbineer 5	Killer
senior SpecForce urban guerrilla	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Pack|Killer
senior SpecForce wilderness fighter	all	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
senior SpecForce wilderness scout	all	20	–	Rebel (")	Rifleman 5; Pistoleer 5	Killer
Sennex guard	Tatooine	25	–	Sennex	Carbineer 8; Pistoleer 8	Aggro|Pack|Killer
Sennex hunter	Tatooine	25	–	Sennex	Rifleman 6; Pistoleer 6	Aggro|Pack|Killer
Sennex lookout	Tatooine	22	–	Sennex	Carbineer 4; Pistoleer 4	Aggro|Pack|Killer
Sennex slavemaster	Tatooine	26	–	Sennex	Carbineer 9; Pistoleer 9	Aggro|Pack|Killer
Sennex slaver	Tatooine	24	–	Sennex	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Sennex warder	Tatooine	24	–	Sennex	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Senni Tonnika	Tatooine	8	–	townsperson	Melee	Can't be harmed
servant of Lord Nyax	Corellia	30	E	Followers of Lord Nyax (")	Carbineer 2; Pistoleer 2	Aggro|Pack
settler	Tatooine	1	–	townsperson (")	Teräs Käsi 1; Carbineer 1	Missions
settler	Tatooine	2	–	thug (")	Pistoleer 1; Carbineer 1	Missions
shadowy figure	all	16	–	Hutt	Melee	Can't be harmed
shaggy Donkuwah youth	Endor	54	–	Donkuwah (")	(unarmed)	Aggro|Pack
shaggy Korga youth	Endor	76	–	Korga (")	Teräs Käsi 3	Aggro|Pack
shaggy Pubam youth	Endor	66	–	Pubam (")	Teräs Käsi 1	Aggro|Pack
sharpshooter	all	16	–	mercenary	Rifleman 4; Pistoleer 4	Killer
Sif mercenary	Talus	36	–	Sif (")	Carbineer 8; Pistoleer 6	Aggro|Pack|Stalker|Killer
Sif mercenary	Talus	43	–	Sif (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Stalker|Killer
signalman	all	15	–	Imperial (")	Carbineer 3; Pistoleer 3	
Singing Mountain clan huntress	Dathomir	75	–	Mountain clan (")	Force Saber Average	Aggro|Pack|Stalker|Killer!
Singing Mountain clan initiate	Dathomir	50	–	Mountain clan (")	Force Saber Novice	Aggro|Pack|Killer
Singing Mountain clan outcast	Dathomir	75	–	Mountain clan (")	Force Saber Novice	Aggro|Pack|Killer!
Singing Mountain clan rancor tamer	Dathomir	75	–	Mountain clan (")	Force Strong Neutral	Aggro|Pack|Stalker|Killer!
Singing Mountain clan scout	Dathomir	75	–	Mountain clan (")	Force Weak Neutral	Aggro|Pack|Stalker|Killer!
Singing Mountain clan sentry	Dathomir	21	–	Mountain clan (")	Force Basic	Aggro|Pack
Singing Mountain clan slave	Dathomir	8	–	Mountain clan (")	Melee	Aggro|Pack
Sirad Far	Tatooine	20	–	Jabba (")	Melee	
Sith Shadow commander	Dathomir	63	–	self	Carbineer 10; Pistoleer 10	Can't be harmed|Aggro|Pack|Kill
Sith Shadow commander	Dathomir	63	–	Sith Shadow (")	Carbineer 10; Pistoleer 10	Killer
Sith Shadow mercenary	Dathomir	63	–	Sith Shadow (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Sith Shadow outlaw	Dathomir	5	–	Sith Shadow (")	Carbineer 2; Pistoleer 2	Aggro|Pack|Killer
Sith Shadow outlaw	Dathomir	5	–	Sith Shadow (")	Swordsman 2; Carbineer 2	Aggro|Pack|Killer
Sith Shadow outlaw	Dathomir	15	–	Sith Shadow (")	Carbineer 3; Pistoleer 3	Aggro|Pack|Killer
Sith Shadow outlaw	Dathomir	60	–	Sith Shadow (non-aggro)	Carbineer 10; Pistoleer 10	Killer
Sith Shadow pirate	Dathomir	30	–	Sith Shadow (")	Carbineer 7; Pistoleer 7	Aggro|Pack|Killer
Sith Shadow pirate	Dathomir	85	–	Sith Shadow (non-aggro)	Carbineer 10; Pistoleer 10	Killer
Sith Shadow taskmaster	Dathomir	80	–	Sith Shadow (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer!
Sith Shadow thug	Dathomir	46	–	Sith Shadow (")	Teräs Käsi 10; Carbineer 10	Aggro|Pack|Killer
Sivarra Mecheaux	Dathomir	11	–	villager (")	Teräs Käsi 3; Carbineer 3	Can't be harmed|Missions
Skaak Tipper bandit	Naboo	5	–	Skaak Tipper gang (thug)	Carbineer 2; Pistoleer 2	Herd
Skaak Tipper crook	Naboo	6	–	Skaak Tipper gang (thug)	Teräs Käsi 2; Carbineer 2	Stalker
Skaak Tipper mugger	Naboo	2	–	Skaak Tipper gang (thug)	Carbineer 1; Pistoleer 1	
Skaak Tipper prowler	Naboo	1	–	Skaak Tipper gang (thug)	Carbineer 1; Pistoleer 1	
Skaak Tipper swindler	Naboo	8	–	Skaak Tipper gang (thug)	Carbineer 2; Pistoleer 2	Stalker|Herd
skilled Gondula worker	Endor	72	–	Gondula (")	Rifleman 8; Fencer 8	
skilled Jinda worker	Endor	64	–	Jinda (")	Teräs Käsi 7	
skilled Panshee worker	Endor	62	–	Panshee (")	Rifleman 8; Fencer 8	
slave	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	
slave	all	1	–	townsperson (")	Teräs Käsi 1	
slave trader	Tatooine	4	–	slaver	Smuggler 1; Pistoleer 1	
slavemaster	all	1	–	slaver	Carbineer 1; Pistoleer 1	
slavemaster	Kash (Ka)	29	E	hsskor (")	(sword, pistol)	Pack
slaver	Tatooine	1	–	slaver	Carbineer 1; Pistoleer 1	
slaver	Tatooine	2	–	slaver	Carbineer 1; Pistoleer 1	
Slaver boss	Tatooine	4	–	slaver	Smuggler 1; Pistoleer 1	
Slaver Master Klesk	Kash (Et)	50	E	hsskor	(carbine, polearm)	Aggro|Pack
Sleemo delinquent	Talus	4	–	Sleemo gang	Carbineer 1; Pistoleer 1	Herd
Sleemo hoodlum	Talus	2	–	Sleemo gang	Carbineer 1; Pistoleer 1	Herd

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Sleemo punk	Talus	2	–	Sleemo gang	Carbineer 1; Pistoleer 1	Stalker|Herd
Sleemo scamp	Talus	5	–	Sleemo gang	Carbineer 2; Pistoleer 2	Herd
Sleemo vandal	Talus	7	–	Sleemo gang	Carbineer 2; Pistoleer 2	Herd
slicer	all	2	–	Jabba (")	Carbineer 1; Pistoleer 1	Stalker
slicer	all	2	–	thug (")	Carbineer 1; Pistoleer 1	Stalker
smashball bully	Corellia	4	–	Smashball (")	Teräs Käsi 1; Carbineer 1	
smashball degenerate	Corellia	7	–	Smashball (")	Teräs Käsi 2; Carbineer 2	
smashball thug	Corellia	1	–	Smashball (")	Teräs Käsi 1; Carbineer 1	
smuggler	all	14	–	thug (")	Carbineer 3; Pistoleer 3	Killer
spacer	all	4	–	thug (")	Carbineer 1; Pistoleer 1	
SpecForce heavy weapons specialist	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Killer
SpecForce heavy weapons specialist	all	18	–	Rebel (")	Swordsman 4; Carbineer 4	Killer
SpecForce infiltator	all	18	–	Rebel (")	Swordsman 4; Carbineer 4	Stalker|Killer
SpecForce infiltrator	all	18	–	Rebel (")	Swordsman 4; Carbineer 4	Stalker|Killer
SpecForce interrogator	all	16	–	Rebel (")	Carbineer 4; Pistoleer 4	
SpecForce Lieutenant	all	23	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
SpecForce Major	all	26	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
SpecForce marine	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Stalker|Killer
SpecForce Master Sergeant	all	22	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
SpecForce procurement specialist	all	13	–	Rebel (")	Carbineer 3; Pistoleer 3	
SpecForce technician	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	
SpecForce wilderness operative	all	18	–	Rebel (")	Carbineer 4; Pistoleer 4	Killer
SpecForce wilderness operative	all	18	–	Rebel (")	Rifleman 4; Pistoleer 4	Killer
special missions engineer	all	16	–	Imperial (")	Carbineer 4; Pistoleer 4	
specialist noncom	all	13	–	Imperial (")	Carbineer 3; Pistoleer 3	
SpecOps agent	all	24	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
SpecOps Alliance free agent	all	28	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer
SpecOps trooper	all	17	–	Rebel (")	Carbineer 4; Pistoleer 4	Stalker
Spice Collective courier	Rori	8	–	Spice Collective (")	Carbineer 2; Pistoleer 10	
Spice Collective elite guard	Rori	24	–	Spice Collective (")	Carbineer 5; Pistoleer 5	Herd|Killer
Spice Collective foreman	Rori	18	–	Spice Collective (")	Carbineer 4; Pistoleer 4	Herd
Spice Collective heavy guard	Rori	21	–	Spice Collective (")	Carbineer 4; Pistoleer 4	Herd|Killer
Spice Collective miner	Rori	7	–	Spice Collective (")	Teräs Käsi 2; Carbineer 2	Herd
Spice Collective sentry	Rori	14	–	Spice Collective (")	Carbineer 3; Pistoleer 3	Herd
Spice Collective workchief	Rori	10	–	Spice Collective (")	Carbineer 2; Pistoleer 2	Herd
spice fiend	Tatooine	5	–	thug (")	Carbineer 2; Pistoleer 2	Stalker
spice fiend	Tatooine	11	–	thug (")	Carbineer 3; Pistoleer 3	Stalker
Spiderclan acolyte	Dathomir	55	–	spider nightsister (")	Force Weak Neutral	Aggro|Pack|Killer
Spiderclan crawler	Dathomir	77	–	spider nightsister (")	Force Strong Evil	Aggro|Pack|Killer!
Spiderclan sentinel	Dathomir	84	–	spider nightsister (")	Force Strong Evil	Aggro|Pack|Killer!
Spiderclan sentry	Dathomir	20	–	spider nightsister (")	Force Basic	Aggro|Pack
Spiderclan web dancer	Dathomir	75	–	spider nightsister (")	Force Weak Neutral	Aggro|Pack|Killer
spooky Donkuwah spiritmaster	Endor	58	–	Donkuwah (")	Teräs Käsi 5	Aggro|Pack|Killer
spooky Korga spiritmaster	Endor	77	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer
spooky Pubam spiritmaster	Endor	64	–	Pubam (")	Teräs Käsi 8	Aggro|Pack|Killer!
SpyNet operative	all	17	–	spynet	Carbineer 4; Pistoleer 4	Killer
SpyNet operative	all	17	–	spynet	Teräs Käsi 4; Carbineer 4	Killer
squatter	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	
squatter	Tatooine	1	–	townsperson (")	Carbineer 1; Swordsman 1	
Stella	Tatooine	20	–	townsperson (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Storm Commando	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Stalker|Killer
Stormtrooper	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Pack|Killer
stormtrooper	Dantooine	52	E	warren imperial (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Stormtrooper Bombardier	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Pack|Killer
Stormtrooper Captain	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Pack|Killer
Stormtrooper Commando	all	30	–	Imperial (")	Carbineer 7; Pistoleer 7	Stalker|Killer
Stormtrooper Major	all	33	–	Imperial (")	Carbineer 7; Pistoleer 7	Pack|Killer
Stormtrooper Medic	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Pack|Killer
Stormtrooper medic	all	25	–	Imperial (")	Teräs Käsi 5; Carbineer 5	Killer
Stormtrooper Rifleman	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Pack|Killer
Stormtrooper rifleman	all	25	–	Imperial (")	Rifleman 5; Pistoleer 5	Killer
Stormtrooper Sniper	all	25	–	Imperial (")	Carbineer 5; Pistoleer 5	Pack|Killer
Stormtrooper sniper	all	25	–	Imperial (")	Rifleman 5; Pistoleer 5	Killer
Stormtrooper Squad Leader	all	28	–	Imperial (")	Carbineer 6; Pistoleer 6	Pack|Killer
stranded Imperial officer	Yavin 4	26	–	Imperial (")	Carbineer 6; Pistoleer 6	Killer
stranded Imperial pilot	Yavin 4	20	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
stranded Imperial soldier	Yavin 4	24	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
stranded Rebel officer	Yavin 4	26	–	Rebel (")	Carbineer 6; Pistoleer 6	Killer

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stranded Rebel pilot	Yavin 4	20	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
stranded Rebel scout	Dantooine	34	–	Rebel (")	Carbineer 5; Pistoleer 5	Stalker|Killer
stranded Rebel soldier	Yavin 4	24	–	Rebel (")	Carbineer 5; Pistoleer 5	Killer
strong mercenary	Lok	36	–	Lok mercenary (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Stalker|Killer
Sulfur Lake Pirate	Lok	10	–	pirate (")	Carbineer 2; Pistoleer 2	Aggro|Pack
Sulfur Lake Pirate Armsman	all	12	–	pirate	Swordsman 3; Carbineer 3	Aggro|Pack|Killer
Sulfur Lake Pirate Crewman	all	2	–	pirate	Carbineer 1; Pistoleer 1	Aggro|Pack
Sulfur Lake Pirate Cutthroat	all	5	–	pirate	Swordsman 2; Carbineer 2	Aggro|Pack|Stalker|Killer
Sulfur Lake Pirate Initiate	all	1	–	pirate	Carbineer 1; Pistoleer 1	Aggro|Pack|Stalker
Sulfur Lake Pirate Lieutenant	all	8	–	pirate	Carbineer 2; Pistoleer 2	Aggro|Pack|Killer
Surlin Rolei	Naboo	16	–	RSF (Naboo Sec. Force)	Melee	Killer
swamp rat	Naboo	7	–	self	Rifleman 2; Pistoleer 2	Aggro|Stalker|Killer
Swamp Trooper	Naboo	32	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
Swamp Trooper	Naboo	33	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
swamp villager	Naboo	4	–	swamp villager	Carbineer 1; Pistoleer 1	
swooper	Tatooine	1	–	swoop (")	(carbine, pistol)	Stalker
swooper	Corellia	5	–	swoop (cor swoop)	Carbineer 2; Pistoleer 2	
swooper gangmember	Corellia	7	–	swoop (cor swoop)	Carbineer 2; Pistoleer 2	Stalker
swooper leader	Tatooine	1	–	swoop (")	(carbine, pistol)	Stalker
swooper leader	Corellia	11	–	swoop (cor swoop)	Carbineer 3; Pistoleer 3	
Tactical Officer	all	25	–	Imperial (")	Carbineer 5; Swordsman 5	Can't be harmed
Tactical Officer	all	25	–	Rebel (")	Carbineer 5; Teräs Käsi 5	Can't be harmed
tagged Wookiee	Kashyyyk	34	–	Kashyyyk	Melee	Aggro|Pack
tainted Donkuwah dark shaman	Endor	56	–	Donkuwah (")	Teräs Käsi 10	Aggro|Pack|Killer
tainted Korga dark shaman	Endor	75	–	Korga (")	Teräs Käsi 5	Aggro|Pack|Killer!
tainted Pubam dark shaman	Endor	65	–	Pubam (")	Teräs Käsi 8	Aggro|Pack|Killer!
Takook	Kashyyyk	15	–	Kashyyyk	Melee	
Talus Liberation Party activist	Talus	21	–	Liberation Party (")	Carbineer 5; Pistoleer 5	Missions|Pack|Herd
Talus Liberation Party fanatic	Talus	17	–	Liberation Party (")	Carbineer 4; Pistoleer 4	Pack|Herd
Talus Liberation Party loyalist	Talus	7	–	Liberation Party (")	Carbineer 2; Pistoleer 2	Herd
Talus Liberation Party partisan	Talus	11	–	Liberation Party (")	Carbineer 3; Pistoleer 3	Herd
Talus Liberation Party patriot	Talus	14	–	Liberation Party (")	Carbineer 3; Teräs Käsi 3	Pack|Herd
Talus Liberation Party reactionist	Talus	19	–	Liberation Party (")	Carbineer 4; Pistoleer 4	Pack|Herd
Talus Liberation Party volunteer	Talus	5	–	Liberation Party (")	Carbineer 2; Teräs Käsi 2	Herd
Tatooine militiaman	Tatooine	1	–	townsperson (")	Carbineer 1; Pistoleer 1	
technician	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions
technician	Endor	73	E	Death Watch (")	(unarmed, carbine)	Missions
Tekil Barje	Tatooine	8	–	townsperson	Melee	Can't be harmed
Teras Kasi Master	all	20	–	townsperson (")	Melee	
Teraud loyalist	Dantooine	52	E	warren teraud (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Killer
Teraud loyalist commander	Dantooine	53	E	warren teraud (")	Carbineer 10; Pistoleer 10	Aggro|Pack|Killer
Teraud loyalist cyborg	Dantooine	52	E	warren teraud (")	Carbineer 9; Pistoleer 9	Aggro|Pack|Killer
terrorist	all	17	–	thug (")	Swordsman 4; Carbineer 4	
the Mos Taike mayor	Tatooine	21	–	townsperson (")	Teräs Käsi 5; Carbineer 5	Aggro|Pack|Killer
thief	Tatooine	8	–	thug (")	Swordsman 2; Carbineer 2	
thief	all	11	–	thug (")	Swordsman 3; Carbineer 3	
thug	all	4	–	thug (")	Carbineer 1; Pistoleer 1	
thug	all	4	–	thug (")	Teräs Käsi 1; Carbineer 1	
Tiem Rutnar	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Missions
tough brawler	all	14	–	mercenary	Carbineer 3; Pistoleer 3	
tough prisoner	all	27	–	prisoner	Teräs Käsi 6	
tough thug	all	16	–	thug (")	Carbineer 4; Pistoleer 4	
Tour Aryon	Tatooine	8	–	townsperson	Melee	Can't be harmed
Trade Federation avenger	Naboo	16	–	trade federation (")	Carbineer 4; Pistoleer 4	Aggro|Pack|Stalker
Trade Federation loyalist	Naboo	15	–	trade federation (")	Carbineer 3; Pistoleer 3	Aggro|Pack
trade federation pirate	Naboo	16	–	trade federation (")	Carbineer 2; Pistoleer 2	Aggro|Pack
Trade Federation zealot	Naboo	16	–	trade federation (")	Carbineer 4; Pistoleer 4	Aggro|Pack
Trade Federation zealot	Naboo	16	–	trade federation (")	Teräs Käsi 4; Carbineer 4	Aggro|Pack
trailblazer	all	12	–	wilder	Carbineer 3; Pistoleer 3	
Trandoshan Researcher	Kashyyyk	35	–	hsskor	Melee	Pack
Trandoshan slaver	Kash (Ka)	27	–	hsskor (")	(carbine, sword)	Pack
Trandosian slavemaster	Tatooine	2	–	slaver	Carbineer 1; Pistoleer 1	
Trandosian slavemaster	Tatooine	2	–	slaver	Carbineer 2; Pistoleer 2	
Trandosian slaver	Tatooine	1	–	slaver	Carbineer 1; Pistoleer 1	
Trandosian slaver	Tatooine	4	–	slaver	Carbineer 2; Pistoleer 2	
traveller	all	1	–	wilder	Carbineer 1; Pistoleer 1	Missions|Stalker
tricky Donkuwah scout	Endor	54	–	Donkuwah (")	Teräs Käsi 7	Aggro|Pack|Killer
tricky Korga scout	Endor	77	–	Korga (")	Teräs Käsi 9	Aggro|Pack|Killer!

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tricky Pubam scout	Endor	64	–	Pubam (")	Teräs Käsi 10	Aggro|Pack|Killer
tusk cat rider	Naboo	17	–	Naboo (")	Carbineer 4; Pistoleer 4	
Tusken avenger	Tatooine	30	E	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Stalker|Killer
Tusken berserker	Tatooine	31	–	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Stalker|Killer!
Tusken blood champion	Tatooine	32	E	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Stalker|Killer
Tusken brute	Tatooine	31	–	Tusken raider (")	Rifleman 8; Swordsman 8	Aggro|Pack|Stalker|Killer
Tusken captain	Tatooine	33	–	Tusken raider (")	Rifleman 9; Fencer 9	Aggro|Pack|Stalker|Killer
Tusken carnage champion	Tatooine	35	E	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Herd|Killer
Tusken chief	Tatooine	34	–	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Stalker|Killer
Tusken commoner	Tatooine	30	–	Tusken raider (")	Rifleman 4; Swordsman 4	Aggro|Pack
Tusken death hunter	Tatooine	32	E	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer!
Tusken elite guard	Tatooine	34	E	Tusken raider (")	Carbineer 10; Swordsman 10	Aggro|Pack|Stalker|Killer!
Tusken Executioner	Tatooine	47	E	Tusken raider (")	Carbineer 10; Swordsman 10	Aggro|Pack|Killer!
Tusken fighter	Tatooine	30	–	Tusken raider (")	Rifleman 6; Swordsman 6	Aggro|Pack|Killer
Tusken flesh hunter	Tatooine	33	E	Tusken raider (")	Rifleman 7; Fencer 7	Aggro|Pack|Stalker|Killer!
Tusken gore chief	Tatooine	34	E	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer
Tusken guard	Tatooine	31	–	Tusken raider (")	Rifleman 5; Swordsman 5	Aggro|Pack|Stalker|Killer
Tusken King	Tatooine	34	–	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer!
Tusken king	Tatooine	36	–	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer
Tusken Observer	Tatooine	32	–	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Killer
Tusken raid champion	Tatooine	32	–	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer
Tusken raid hunter	Tatooine	31	–	Tusken raider (")	Rifleman 10; Swordsman 10	Aggro|Pack|Stalker|Killer
Tusken raid leader	Tatooine	31	–	Tusken raider (")	Rifleman 10; Fencer 10	Aggro|Pack|Stalker|Killer
Tusken raider	Tatooine	30	–	Tusken raider (")	Rifleman 4; Swordsman 4	Aggro|Pack|Stalker|Killer
Tusken savage	Tatooine	30	–	Tusken raider (")	Rifleman 5; Fencer 5	Aggro|Pack|Stalker|Killer!
Tusken sniper	Tatooine	30	–	Tusken raider (")	Rifleman 5; Swordsman 5	Aggro|Pack|Stalker|Killer
Tusken torture lord	Tatooine	32	E	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Stalker|Killer
Tusken wanderer	Tatooine	31	–	Tusken raider (")	Rifleman 6; Pikeman 6	Aggro|Pack|Stalker|Killer
Tusken war master	Tatooine	32	E	Tusken raider (")	Swordsman 10; Rifleman 10	Aggro|Pack|Stalker|Killer
Tusken warlord	Tatooine	33	–	Tusken raider (")	Rifleman 10; Fencer 10	Aggro|Pack|Stalker|Killer
Tusken warrior	Tatooine	32	–	Tusken raider (")	Swordsman 9; Rifleman 9	Aggro|Pack|Stalker|Killer
Tusken Witch Doctor	Tatooine	33	E	Tusken raider (")	Rifleman 10; Pikeman 10	Aggro|Pack|Killer
Twilek assassin	all	18	–	thug (")	Swordsman 4; Carbineer 4	
Twi'lek slave	all	4	–	townsperson (")	Carbineer 1; Pistoleer 1	
Twi'lek slave	all	4	–	townsperson (")	Teräs Käsi 1	
twisted Donkuwah scavenger	Endor	56	–	Donkuwah (")	Teräs Käsi 6	Aggro|Pack|Killer
twisted Korga scavenger	Endor	77	–	Korga (")	Teräs Käsi 5	Aggro|Pack|Killer!
twisted Pubam scavenger	Endor	67	–	Pubam (")	Teräs Käsi 8	Aggro|Pack|Killer!
untrained wielder of the Dark Side	Dantooine	60	–	remnants of kun	Force Weak Evil	Aggro|Pack|Killer!
Urootar (a crazed former jedi)	Kash (RT)	58	E	self	(Jedi Light)	Aggro
Vacca	all	35	–	Rebel (")	Carbineer 8; Teräs Käsi 8	Can't be harmed
Valarian's assassin	Tatooine	14	–	Valarian (")	Swordsman 4; Carbineer 4	Killer
Valarian's assassin	Tatooine	15	–	Valarian (")	Swordsman 4; Carbineer 4	Killer
Valarian's compound guard	Tatooine	14	–	Valarian (")	Carbineer 3; Pistoleer 3	Pack|Killer
Valarian's enforcer	Tatooine	15	–	Valarian (")	Carbineer 3; Pistoleer 3	Pack
Valarian's henchman	Tatooine	14	–	Valarian (")	Pikeman 2; Carbineer 2	
Valarian's henchman	Tatooine	14	–	Valarian (")	Swordsman 2; Carbineer 2	Pack
Valarian's scout	Tatooine	13	–	Valarian (")	Rifleman 2; Pistoleer 2	Pack|Herd
Valarian's swooper	Tatooine	13	–	Valarian (")	Carbineer 2; Pistoleer 2	Pack
Valarian's swooper	Tatooine	14	–	Valarian (")	Carbineer 2; Pistoleer 2	
Valarian's swooper leader	Tatooine	14	–	Valarian (")	Carbineer 3; Pistoleer 3	Pack
Valarian's thief	Tatooine	13	–	Valarian (")	Swordsman 2; Carbineer 2	Pack|Stalker
Valarian's thug	Tatooine	13	–	Valarian (")	Teräs Käsi 2; Carbineer 2	Pack
Vardias Tyne	Tatooine	8	–	townsperson	Melee	Can't be harmed
vendor	all	1	–	townsperson (")	Carbineer 1; Pistoleer 1	Herd
veteran CompForce trooper	all	24	–	Imperial (")	Carbineer 5; Pistoleer 5	Killer
vetran explorer	all	5	–	wilder	Carbineer 2; Pistoleer 2	Missions|Stalker
vicious Donkuwah battlelord	Endor	57	–	Donkuwah (")	Teräs Käsi 10	Aggro|Pack|Killer
vicious Korga battlelord	Endor	79	–	Korga (")	Teräs Käsi 10	Aggro|Pack|Killer!
vicious Pubam battlelord	Endor	64	–	Pubam (")	Teräs Käsi 8	Aggro|Pack|Killer!
vile Donkuwah battlelord	Endor	57	–	Donkuwah (")	Teräs Käsi 8	Aggro|Pack|Killer
vile Korga battlelord	Endor	79	–	Korga (")	Teräs Käsi 9	Aggro|Pack|Killer!
villager	Dathomir	1	–	villager (")	Carbineer 1; Pistoleer 1	
villager	Dathomir	1	–	villager (")	Pistoleer 1; Carbineer 1	Can't be harmed
villager	Dathomir	1	–	villager (")	Teräs Käsi 1; Carbineer 1	Can't be harmed
visionary of Lord Nyax	Corellia	31	E	Followers of Lord Nyax (")	Carbineer 6; Teräs Käsi 6	Aggro|Pack|Killer
wald	Tatooine	20	–	townsperson (")	Melee	
wandering desert Marauder	Endor	72	–	Endor marauder (")	Melee	Aggro|Pack|Killer!

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NPC	Where	level	Diff	Soc. Gp. (PvP)	Combat Skills (or weapons)	Notes
wandering kitonak	Tatooine	2	–	self	Teräs Käsi 1	Stalker
Warchief Naloriss	Kash (DF)	38	E	Kerritamba (")	(ranged, melee)	
Warden Tosk	Kash (SC)	78	B	Blackscale	(carbine)	Can't be harmed|Aggro|Pack
warder	all	23	–	wilder	Carbineer 5; Pistoleer 5	Stalker|Killer
warehouse captain	all	35	–	warehouse (jabba)	Melee	Aggro|Pack|Herd|Killer
warehouse guard	all	25	–	warehouse (jabba)	Melee	Aggro|Pack|Herd
warehouse thug	all	17	–	warehouse (jabba)	Melee	Aggro|Pack|Herd
warren scientist	Dantooine	35	–	self	Melee	Pack
washout Rebel officer	all	26	–	Rebel (")	Melee	Pack
wasteland marauder	Endor	72	–	Endor marauder (")	Melee	Aggro|Pack|Killer
wastrel	all	2	–	thug (")	Carbineer 1; Pistoleer 1	
water bug	Tatooine	4	–	thug (")	Carbineer 1; Pistoleer 1	
water thief	Tatooine	3	–	thug (")	Swordsman 1; Smuggler 1	
weak mercenary	Lok	34	–	Lok mercenary (")	Carbineer 8; Pistoleer 8	Aggro|Pack|Stalker|Killer
weathered Gondula shaman	Endor	72	–	Gondula (")	Rifleman 10; Swordsman 10	
weathered Jinda shaman	Endor	66	–	Jinda (")	Teräs Käsi 8	Pack
weathered Panshee shaman	Endor	62	–	Panshee (")	Swordsman 6; Rifleman 6	Pack
Weequay captain	Tatooine	17	–	Weequay	Carbineer 4; Pistoleer 4	Stalker|Killer
Weequay champion	Tatooine	16	–	Weequay	Swordsman 3; Carbineer 3	Stalker|Killer
Weequay soldier	Tatooine	16	–	Weequay	Carbineer 2; Pistoleer 2	Killer
Weequay thug	Tatooine	16	–	Weequay	Teräs Käsi 2; Carbineer 2	Killer
Weequay zealot	Tatooine	17	–	Weequay	Carbineer 2; Pistoleer 2	Stalker|Killer
Whip	Dathomir	11	–	villager (")	Carbineer 3; Pistoleer 3	Can't be harmed|Missions
Wilhalm Skrim	Tatooine	8	–	townsperson	Melee	Can't be harmed
will of Solitude	Corellia	21	–	Solitude (Rebel)	Carbineer 4; Pistoleer 4	Missions
Windom Starkiller	Tatooine	8	–	townsperson	Melee	Can't be harmed
Wirarfu	arena	65	B	Kerritamba (")	(melee, ranged)	Aggro|Pack|Killer
wise Gondula ritualist	Endor	74	–	Gondula (")	Rifleman 9; Pikeman 9	
wise Jinda rigualist	Endor	67	–	Jinda (")	Teräs Käsi 8	Pack
wise Panshee rigualist	Endor	64	–	Panshee (")	Rifleman 10; Swordsman 10	Pack
Wookiee battleleader	Kash (Ka)	32	E	Kashyyyk resistance (")	(ranged, melee)	Aggro|Pack
Wookiee battleleader	Kashyyyk	78	E	Kashyyyk [avatar] (")	(ranged, melee)	Aggro|Pack
Wookiee brawler	all	4	–	mercenary	Teräs Käsi 1; Pistoleer 1	
Wookiee captive	Kashyyyk	20	–	Kashyyyk	Melee	
Wookiee captive	Kashyyyk	50	E	Kashyyyk	Melee	Aggro|Pack
Wookiee commando	Kash (Ka)	30	–	Kashyyyk resistance (")	(ranged, melee)	Aggro|Pack
Wookiee commando	Kashyyyk	78	E	Kashyyyk [avatar] (")	(ranged, melee)	Aggro|Pack
Wookiee freedom fighter	Kashyyyk	76	E	Kashyyyk [avatar] (")	(ranged, melee)	Aggro|Pack
Wookiee freedomfighter	Kash (Ka)	27	–	Kashyyyk resistance (")	(ranged, melee)	Aggro|Pack
Wookiee guard	Kashyyyk	27	–	Kashyyyk	(rifle, sword)	Aggro|Pack
Wookiee informant	all	30	–	Rebel (")	Melee	Pack
Wookiee villager	Kashyyyk	24	–	Kashyyyk	Melee	
wounded villager	Dathomir	11	–	villager (")	Carbineer 3; Pistoleer 3	Can't be harmed|Missions
Wrhisch	Kash (Ka)	25	E	mad Wookiee	Melee	Aggro|Pack|Killer
Wuher	Tatooine	8	–	townsperson	Melee	Can't be harmed
young Mos Taike guard	Tatooine	21	–	townsperson (")	Carbineer 5; Pistoleer 5	Aggro|Pack|Killer
Zabrak bodyguard	all	18	–	thug (")	Pikeman 4; Pistoleer 4	
zealot of Lord Nyax	Corellia	32	E	Followers of Lord Nyax (")	Carbineer 5; Teräs Käsi 5	Aggro|Pack|Killer

MOUNTS

Some tamable creatures can be ridden as mounts. They're listed here, with their walk and run speeds. The final three columns list how fast each one can sprint, how long it can sprint (in seconds), and how long it must recover (again in seconds) before it can sprint again.

MOUNT	WALK	RUN	SPRINT	DUR	RECYCLE
bantha	0.9	7	9	165	680
bol	0.95	7.5	9.75	180	660
brackaset	1.69	7.5	8.5	300	780
carrion spat	2.47	7.5	11.5	120	600
dewback	0.95	7.5	9.75	180	660
falumpaset	1.69	7.5	8.5	300	780
kaadu	2.47	7.5	11.5	120	600
kashyyyk bantha	0.9	7	9	165	680
tauntaun	1.7	6.8	10.5	125	600
varactyl	3	8.5	11.5	120	600

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WEAPONS

Here is a dense packet of information on the weapons in **Star Wars *Galaxies***. *All weapons have a minum Combat Level, and several also require specific certifications (earned when you achieve the proper profession levels).*

Ranges. Most of the values in this chart are listed as ranges. However, these are not variable ranges applied each time you use the weapon; they are the ranges within which most weaponsmiths will craft each weapon. (Note that the absolute best smiths can actually exceed these ranges.) When a smith completes a weapon, its base numbers are no longer variable — they are determined by the smith's skill, the weapon's components and a little bit of luck.

Weapon. Name of the weapon. The tables are sorted alphabetically by name.

Damage. Damage output range for the weapon. The minimum and maximum amount of damage a weapon of this type can deal.

Type. The type of base damage the weapon deals — *kinetic* or *energy*.

Special Damage. In addition to its base damage, some weapons also inflict *Acid*, *Cold*, *Electrical* or *Heat* damage.

Attack Speed. The time (in seconds) that must elapse between successive attacks with the weapon.

Action. The Action cost to fire or strike with the weapon.

Note that both the Attack Speed and Action ranges are listed high to low. That is because the better the smith, the lower these two values for a weapon.

Wound Chance. The weapon's percent chance to inflict a wound on the target (with each attack).

Range. The weapon's maximum range, in meters.

CL (Combat Level)**.** The Combat Level you need to have to effectively wield the weapon.

Certification. In addition to the prerequisite Combat Level, some weapons also require a certification (earned by achieving the listed professional level).

GRENADES

Weapon	Damage	ReUse Delay	Special Damage	Attack Speed	Action	Wound Chance	Range	CL	Certification
Bug Bomb	162-645	15 sec	–	10	85-60	0-5%	40	9	Commando: Explosives II
Cryoban Grenade	129-515	15 sec	–	10	85-60	0-5%	40	8	Commando: Explosives I
Fragmentation Grenade	70-280	5 sec	–	10	85-60	20-40%	60	7	Commando: Novice
Glop Grenade	162-645	25 sec	–	10	100-85	5-10%	60	9	Commando: Explosives II
Imperial Detonator	182-725	20 sec	–	10	110-90	5-10%	45	10	Commando: Explosives III
Light Fragmentation Grenade	87-345	5 sec	–	10	65-25	10-30%	60	1	–
Proton Grenade	260-1040	25 sec	–	10	140-100	0%	45	12	Commando: Master
Thermal Detonator	229-915	60 sec	–	10	120-95	5-15%	30	11	Commando: Explosives IV

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Weapon	Damage	Type	Special Damage	Attack Speed	Action	Wound Chance	Range	CL	Certification
ONE-HANDED									
Black Metal Gaderiffi Baton	63-310	kinetic	–	2.5-2	120-75	2-25%	5		
Blackbane Nail	121-540	kinetic	–	2.5-2	120-75	5-29%	5	30	Fencer: Novice
Champion's Sword	115-515	kinetic	–	2.5-2	120-75	5-25%	5	30	–
Curved Nyax Sword	141-620	kinetic	–	2.5-2	120-75	5-27%	5	40	–
Curved Sword	63-310	kinetic	–	2.5-2	120-75	1-24%	5	14	–
Dagger	17-68	kinetic	–	2.5-2	120-75	1-12%	5	1	–
Donkuwah Knife	17-68	kinetic	–	2.5-2	120-75	1-11%	5	1	–
Eventide Smasher	148-645	kinetic	–	2.5-2	120-75	5-29%	5	40	Fencer: Technique II
Gaderiffi Baton	63-310	kinetic	–	2.5-2	120-75	1-21%	5	14	–
Jagged Vibroblade	28-170	energy	–	2.5-2	120-75	1-20%	5	10	–
Janta Knife	17-67	kinetic	–	2.5-2	120-75	1-13%	5	1	–
Nak'tra Crystal Knife	166-722	kinetic	–	2.5-2	120-75	5-29%	5	40	–
Rantok	88-410	kinetic	–	2.5-2	120-75	5-23%	5	22	–
RSF Sword	141-620	kinetic	–	2.5-2	120-75	2-24%	5	40	–
Ryyk Blade	166-720	kinetic	–	2.5-2	120-75	5-29%	5	50	–
Sinew Wrapped Knife	143-625	kinetic	–	2.5-2	120-75	5-27%	5	40	–
Stone Knife	17-68	kinetic	–	2.5-2	120-75	1-10%	5	1	–
Stun Baton	160-762	energy	30-65 EL	2.5-2	120-75	1-3%	5	54	Fencer: Master
Survival Knife	17-68	kinetic	–	2.5-2	120-75	1-11%	5	1	–
Vibroblade	28-165	energy	–	2.5-2	120-75	1-15%	5	10	–
TWO-HANDED									
Black Sun Executioner's Hack	148-645	kinetic	–	3-2.5	140-95	2-24%	5	30	–
Blade of Nyenthi'oris	246-1040	kinetic	–	3-2.5	140-95	5-27%	5	54	–
Bloodshot Ripper	250-1055	kinetic	–	3-2.5	140-95	5-29%	5	54	Swordsman: Master
Darstai'is Sickle	186-800	kinetic	–	3-2.5	140-95	5-29%	5	40	Swordsman: Defense III
Gamorrean Battleaxe	27-110	kinetic	–	3-2.5	140-95	5-25%	5	6	–
Grooved Two-handed Sword	71-315	kinetic	–	2.5-2	120-75	7-30%	5	12	–
Heavy Axe	22-85	kinetic	–	3-2.5	140-95	1-20%	5	1	–
Junti Mace	148-645	kinetic	–	3-2.5	140-95	5-29%	5	50	–
Lifeblood Cleaver	153-670	kinetic	–	3-2.5	140-95	5-29%	5	30	Swordsman: Novice
N-K Executer	226-960	kinetic	–	2.75-2.25	130-85	5-29%	5	54	Swordsman: Master
Nyax Sword	115-515	kinetic	–	3-2.5	140-95	1-20%	5	22	–
Power Hammer	243-1030	kinetic	–	3-2.5	140-95	1-25%	5	54	Swordsman: Master
Scythe Blade	190-815	kinetic	45-90 A	3-2.5	140-95	10-25%	5	50	Swordsman: Finesse IV
Sword	27-105	kinetic	–	3-2.5	140-95	1-18%	5	6	–
Two-handed Axe	27-105	kinetic	–	3-2.5	140-95	5-25%	5	6	–
Two-handed Cleaver	44-205	kinetic	–	3-2.5	140-95	9-35%	5	10	–
Two-handed Curved Sword	69-310	kinetic	–	2.5-2	120-75	5-27%	5	12	–
Two-handed Kashyyyk Sword	115-515	kinetic	–	3-2.5	140-95	10-25%	5	22	–
Two-handed Sith Sword	200-853	kinetic	25-50 C	3-2.5	140-95	10-25%	5	50	–
Urnsor'is Soulleecher	211-900	kinetic	–	3-2.5	140-95	5-29%	5	50	–
Vibro Axe	148-645	kinetic	–	3-2.5	140-95	1-14%	5	30	–
Xris Acid Sword	231-980	kinetic	25-50 A	3-2.5	140-95	1-3%	5	54	–
PIKE									
Cryo Lance	116-520	kinetic	30-65 C	2.75-2.25	130-85	1-18%	5	30	–
Electric Polearm	141-620	kinetic	40-80 EL	2.75-2.25	130-85	3-33%	5	40	–
Janta Staff	23-92	kinetic	–	2.75-2.25	130-85	1-10%	5	6	–
Kaminoan Great Staff	103-465	kinetic	–	2.75-2.25	130-85	1-18%	5	54	–
Kashyyyk Blade Stick	191-820	kinetic	–	2.75-2.25	130-85	3-33%	5	50	–
Lance	57-345	energy	–	2.75-2.25	130-85	1-18%	5	14	–

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Weapon	Damage	Type	Special Damage	Attack Speed	Action	Wound Chance	Range	CL	Certification
Long Vibro Axe	144-695	energy	–	2.75-2.25	130-85	3-33%	5	40	–
Massassi Lance	218-925	kinetic	–	2.75-2.25	130-85	4-26%	5	54	Pikeman: Master
Metal Staff	27-140	kinetic	–	2.75-2.25	130-85	1-7%	5	7	–
Nightsister Energy Lance	202-925	energy	–	2.75-2.25	130-85	10-35%	5	54	Pikeman: Master
Nightsister Lance	115-580	energy	–	2.75-2.25	130-85	1-13%	5	30	–
Pestilence	166-720	kinetic	–	2.75-2.25	130-85	5-29%	5	40	Pikeman: Stances III
Poisonspike	235-1060	kinetic	–	3-2.5	140-95	5-29%	60	54	Pikeman: Master
Reinforced Combat Staff	24-98	kinetic	–	2.75-2.25	130-85	1-7%	5	6	–
Shock Lance	104-538	energy	25-50 EL	2.75-2.25	130-85	1-25%	5	54	–
Strike Assault Lance	138-605	kinetic	–	2.75-2.25	130-85	5-29%	5	30	Pikeman: Master
Trandoshan Hunter's Lance	133-590	kinetic	–	2.75-2.25	130-85	5-27%	5	30	–
Vibro Lance	202-925	energy	–	2.75-2.25	130-85	4-26%	5	54	–
Wood Staff	19-75	kinetic	–	2.75-2.25	130-85	1-7%	5	1	–
PISTOL									
Alliance Disruptor	177-825	energy	–	2.5-2	120-75	3-23%	35	54	Combat Medic: Master
Black Sun Razor Knuckler	177-825	energy	–	2.5-2	120-75	6-28%	5	54	Teräs Käsi: Master
Blaster Fist	112-570	energy	25-50 H	2.5-2	120-75	4-26%	5	40	–
C-10 "Dragoneye Reaper"	106-541	energy	–	2.5-2	120-75	5-29%	25	30	Bounty Hunter: Novice
CDEF Pistol	17-67	energy	–	2.5-2	120-75	1-5%	35	1	–
Corsec CDEF Pistol	17-68	energy	–	2.5-2	120-75	1-12%	35	1	–
Corsec Scout Blaster	28-165	energy	–	2.5-2	120-75	1-11%	35	10	–
D18 Pistol	20-80	energy	–	2.5-2	120-75	1-8%	35	6	–
Darksting Assassin	182-850	energy	–	2.5-2	120-75	5-29%	25	54	Marksman: Master
DE-10 Pistol	179-835	energy	–	2.5-2	120-75	1-20%	35	54	–
Death-Hammer Pistol	125-617	energy	–	2.5-2	120-75	3-23%	35	40	–
Deathrain D-50	209-955	energy	–	2.75-2.25	130-85	5-29%	35	54	Pistoleer: Master (?)
DH17 Pistol	72-410	energy	–	2.5-2	120-75	1-13%	35	22	–
DL44 Metal Pistol	63-310	energy	–	2.5-2	120-75	2-25%	35	12	Marksman: Master
DL44 Pistol	18-125	energy	–	2.5-2	120-75	1-9%	35	7	–
DL44 XT	177-825	energy	–	2.5-2	120-75	1-9%	35	54	–
DX2 Pistol	63-310	energy	–	2.5-2	120-75	1-9%	35	12	–
DX2 Pistol	177-825	energy	–	2.5-2	120-75	1-16%	35	54	Pistoleer: Master
Elite Launcher Pistol	147-710	kinetic	60-120 H	2.5-2	120-75	5-29%	30	54	Commando: Novice
Featherweight FWG5 Pistol	180-840	kinetic	–	2.5-2	120-75	1-12%	35	54	–
FWG5 Pistol	177-825	kinetic	–	2.5-2	120-75	1-12%	35	54	–
Geonosian Sonic Blaster	99-515	energy	–	2.5-2	120-75	1-16%	35	30	–
High Capacity Scatter Pistol	177-825	kinetic	–	2.5-2	120-75	5-27%	35	54	Bounty Hunter: Master
Intimidator Pistol	177-825	kinetic	–	2.5-2	120-75	3-23%	35	54	Squad Leader: Master
Jawa Ion Pistol	67-385	energy	20-40 EL	2.5-2	120-75	3-23%	35	30	–
Kashyyyk Stalker Pistol	149-718	kinetic	60-120 H	2.5-2	120-75	5-27%	30	54	Pistoleer: Master
Knuckles of the Katarn	149-715	kinetic	60-120 C	2.5-2	120-75	5-27%	5	54	Teräs Käsi: Master
KYD21 Pistol	179-833	kinetic	–	2.5-2	120-75	4-27%	25	54	Pistoleer: Master
Launcher Pistol	27-230	kinetic	40-80 H	2.5-2	120-75	3-35%	45	14	Commando: Novice
Liquidsilver L7	106-541	energy	–	2.5-2	120-75	5-29%	25	30	Smuggler: Novice
Massassi Knuckler	47-310	energy	–	2.5-2	120-75	15-30%	5	14	–
Medium Launcher Pistol	74-418	kinetic	50-100 H	2.5-2	120-75	5-29%	30	30	Commando: Novice
Modified Republic Blaster	177-825	energy	–	2.5-2	120-75	3-25%	35	54	Pistoleer: Master
Necrosis Nightblade	182-850	kinetic	–	2.5-2	120-75	5-29%	25	54	Teräs Käsi: Master
Perfectly-Calibrated Pistol	182-850	energy	–	2.5-2	120-75	5-29%	25	54	Smuggler: Master
Power5 Pistol	125-620	energy	–	2.5-2	120-75	1-13%	35	40	–
Quicktrigger Countermand	132-645	energy	–	2.5-2	120-75	5-29%	25	40	Smuggler: Underworld III
Red Hydra Z-5	105-542	energy	–	2.5-2	120-75	5-29%	25	30	Squad Leader: Novice

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Weapon	Damage	Type	Special Damage	Attack Speed	Action	Wound Chance	Range	CL	Certification
Renegade Pistol	177-825	energy	–	2.5-2	120-75	8-32%	35	54	Smuggler: Master
Republic Blaster	177-830	energy	–	2.5-2	120-75	3-25%	35	54	–
Republic Blaster	167-785	energy	0-60 A	2.5-2	120-75	1-20%	35	54	Pistoleer: Master
Rhiss Mark-20	107-545	energy	–	2.5-2	120-75	5-29%	25	30	Pistoleer: Novice
Sayormi Heartstriker	105-540	kinetic	–	2.5-2	120-75	5-29%	25	30	Teräs Käsi: Novice
Sayormi Soulstinger	132-645	energy	–	2.5-2	120-75	5-29%	25	40	Teräs Käsi: Balance III
Scatter Pistol	47-310	energy	–	2.5-2	120-75	2-25%	35	14	Bounty Hunter: Novice
Scout Blaster	28-165	energy	–	2.5-2	120-75	1-9%	35	10	–
SR Combat Pistol	117-590	energy	15-30 C	2.5-2	120-75	1-17%	25	40	–
Striker Pistol	47-310	kinetic	–	2.5-2	120-75	1-13%	35	14	–
Tchotchee Pistol	115-580	kinetic	20-40 H	2.5-2	120-75	3-23%	35	50	Squad Leader: Strategy III
The Silencer	132-645	kinetic	–	2.5-2	120-75	5-29%	25	40	Pistoleer: Stances III
Trandoshan Suppressor Pistol	149-715	energy	60-120 EL	2.5-2	120-75	5-27%	30	54	Pistoleer: Master
UR-G8 Pistol	179-835	energy	–	2.5-2	120-75	5-27%	30	54	Pistoleer: Master
Vexa Flechette Pistol	150-720	kinetic	–	2.5-2	120-75	1-12%	35	50	–
CARBINE									
Alliance Needler Carbine	117-590	kinetic	–	2.75-2.25	130-85	1-16%	50	30	–
Bothan Bola Carbine	144-695	energy	–	2.75-2.25	130-85	3-23%	50	40	–
CDEF Carbine	20-77	energy	–	2.75-2.25	130-85	1-5%	35	1	–
Corestrike Rancor	150-720	energy	–	2.75-2.25	130-85	5-29%	35	40	Carbineer: Assault Tactics III
Corsec CDEF Carbine	22-85	energy	–	2.75-2.25	130-85	2-4%	35	1	–
Czerka Dart Carbine	172-810	kinetic	–	2.75-2.25	130-85	1-16%	50	50	Bounty Hunter: Weapons Training IV
DC15 Carbine	204-935	energy	–	2.75-2.25	130-85	5-27%	35	54	–
DH17 Carbine	23-94	energy	–	2.75-2.25	130-85	1-15%	30	6	–
DH17 Short Carbine	33-185	energy	–	2.75-2.25	130-85	1-12%	35	10	–
E11 Carbine	57-345	energy	–	2.75-2.25	130-85	1-13%	40	14	–
E11Carbine Mark2	202-925	energy	–	2.75-2.25	130-85	2-25%	50	54	Carbineer: Master
E5 Carbine	202-925	energy	–	2.75-2.25	130-85	1-9%	50	54	Squad Leader: Master
EE3 Carbine	87-465	energy	–	2.75-2.25	130-85	1-9%	50	22	–
Elite Carbine	202-925	energy	–	2.75-2.25	130-85	1-16%	50	54	–
Enhanced E11 Carbine	60-360	energy	–	2.75-2.25	130-85	1-13%	40	14	–
Exemplar's Mark	150-720	energy	–	2.75-2.25	130-85	5-29%	35	40	Squad Leader: Strategy III
Kalranoos Carbine	117-590	energy	–	2.75-2.25	130-85	1-9%	50	50	–
Laser Carbine	157-745	energy	35-70 H	2.75-2.25	130-85	1-16%	50	50	–
Lithitanium Carbine	62-365	energy	–	2.75-2.25	130-85	2-20%	40	14	–
Modified X1 Carbine	175-822	kinetic	60-120 H	2.75-2.25	130-85	5-27%	35	54	Carbineer: Master
Nym's Slug-thrower Carbine	134-655	kinetic	80-160 A	2.75-2.25	130-85	6-16%	50	50	–
Proton Carbine	184-855	energy	45-90 C	2.75-2.25	130-85	1-16%	50	54	Bounty Hunter: Master
Retribution	150-720	energy	–	2.75-2.25	130-85	5-29%	35	40	Bounty Hunter: Dirty Tricks III
Rilctur Carbine	122-610	energy	–	2.75-2.25	130-85	5-29%	35	30	Carbineer: Novice
Underslung Carbine	144-695	kinetic	–	2.75-2.25	130-85	1-9%	50	40	–
RIFLE									
Advanced Laser Rifle	227-1030	energy	–	3-2.5	140-95	1-13%	65	54	–
Assault Bowcaster	227-1030	kinetic	–	3-2.5	140-95	2-25%	65	54	Wookiee only
Beam Rifle	102-525	energy	60-120 H	3-2.5	140-95	5-30%	65	30	–
Berserker Rifle	163-772	kinetic	–	3-2.5	140-95	5-35%	65	40	–
Blackhand Annihilater	137-670	kinetic	–	3-2.5	140-95	5-29%	60	30	Marksman: Novice
CDEF Rifle	22-85	energy	–	3-2.5	140-95	1-5%	35	1	–
Covert Retaliation	234-1055	energy	–	3-2.5	140-95	5-29%	60	54	Bounty Hunter: Master
Dawnsorrow Rifle	234-1055	energy	–	3-2.5	140-95	5-29%	60	54	Squad Leader: Master
DC15 Rifle	230-1040	energy	–	3-2.5	140-95	5-27%	60	54	–
DLT20 Rifle	27-105	energy	–	3-2.5	140-95	1-12%	40	6	–

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Weapon	Damage	Type	Special Damage	Attack Speed	Action	Wound Chance	Range	CL	Certification
DLT20a Rifle	25-155	energy	–	3-2.5	140-95	1-12%	45	7	–
DXR6 Carbine	164-773	energy	–	3-2.5	140-95	1-20%	65	40	–
E11 Rifle	99-515	energy	–	3-2.5	140-95	1-13%	45	22	–
Fallann Hyper-Rifle	199-915	kinetic	–	3-2.5	140-95	1-5%	65	50	–
Firestar 10-K	170-800	energy	–	3-2.5	140-95	5-29%	60	40	Marksman: Rifles III
Geonosian Drill	164-773	kinetic	–	3-2.5	140-95	1-18%	65	40	–
Grievance Striker	234-1055	energy	–	3-2.5	140-95	5-29%	60	54	Rifleman: Master
Jawa Ion Rifle	164-775	energy	65-130 EL	3-2.5	140-95	1-5%	65	50	–
LD-1 Rifle	199-915	kinetic	–	3-2.5	140-95	1-9%	65	50	–
Light Bowcaster	22-85	kinetic	–	3-2.5	140-95	1-17%	30	1	–
Light Laser Rifle	163-772	energy	–	3-2.5	140-95	1-25%	65	40	–
Light Lightning Cannon	149-715	energy	30-65 EL	3-2.5	140-95	1-17%	65	40	–
Light Lightning Cannon	107-545	energy	50-100 EL	3-2.5	140-95	1-16%	65	30	Bounty Hunter: Novice
Lightning Rifle	40-280	energy	55-110 EL	3-2.5	140-95	2-25%	65	14	Bounty Hunter: Novice
Lithitanium Rifle	165-780	kinetic	–	3-2.5	140-95	1-17%	65	40	–
Massassi Ink Rifle	134-655	energy	–	3-2.5	140-95	3-23%	65	30	–
Nak'tra Crystal Rifle	230-1040	energy	–	3-2.5	140-95	5-27%	65	40	Rifleman: Concealment III
Nullifier X	260-1160	energy	–	3.25-2.75	150-115	5-29%	55	54	Rifleman: Master
Odara'rissl Rifle	167-785	kinetic	–	3-2.5	140-95	2-25%	65	40	–
Recon Bowcaster	38-205	kinetic	–	3-2.5	140-95	2-25%	65	10	Wookiee only
SG82 Rifle	38-208	energy	–	3-2.5	140-95	1-18%	40	10	–
Spraystick	40-280	kinetic	55-110 H	3-2.5	140-95	1-22%	65	14	Rifleman: Novice
T21 Rifle	227-1030	energy	–	3-2.5	140-95	1-29%	65	54	Rifleman: Master
Tangle Pistol	132-645	kinetic	–	3-2.5	140-95	2-4%	35	30	–
Tenloss DXR-6 Disruptor Rifle	163-772	energy	–	3-2.5	140-95	15-35%	65	40	Rifleman: Novice
Trandoshan Hunting Rifle	230-1040	energy	–	3-2.5	140-95	5-27%	65	54	–
Tusken King's Rifle	167-785	kinetic	–	3-2.5	140-95	1-17%	65	40	–
Tusken Rifle	22-90	energy	–	3-2.5	140-95	1-12%	40	1	–
Tusken Rifle	163-772	kinetic	–	3-2.5	140-95	1-12%	65	40	–
Vershyi Sharpshooter	137-670	energy	–	3-2.5	140-95	5-29%	60	30	Rifleman: Novice
HEAVY WEAPON									
Acid Stream Launcher	132-645	energy	110-220 A	3.25-2.75	150-115	4-35%	65	40	Commando: Acid Weapons III
Corellian Destroyer	154-735	energy	–	3.25-2.75	150-115	5-29%	55	30	Commando: Novice
Flame Thrower	154-735	energy	60-120 H	3.25-2.75	150-115	2-25%	40	40	Commando: Incendiary Weapons III
Heavy Acid Rifle	80-440	energy	65-130 A	3.25-2.75	150-115	5-30%	45	22	Commando: Acid Weapons I
Heavy Particle Beam Cannon	111-563	energy	75-150 H	3.25-2.75	150-115	1-25%	40	30	Commando: Beam Weapons II
Launcher Pistol	60-360	kinetic	40-80 H	3.25-2.75	150-115	4-35%	45	14	Commando: Novice
Lightning Beam Cannon	163-772	energy	120-220 EL	3.25-2.75	150-115	3-23%	40	50	Commando: Beam Weapons IV
Plasma Flame Thrower	222-1010	energy	70-140 H	3.25-2.75	150-115	2-19%	25	54	Commando: Master
Proton Rifle	257-1150	energy	–	3.25-2.75	150-115	1-13%	65	54	Commando: Master
Rocket Launcher	62-370	kinetic	100-200 H	3.25-2.75	150-115	7-31%	64	22	Commando: Incendiary Weapons I
The Void	189-875	kinetic	–	3.25-2.75	150-115	5-29%	55	40	Commando: Explosives III
Vibro Knuckler	77-425	energy	–	3.25-2.75	150-115	4-26%	5	14	–



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